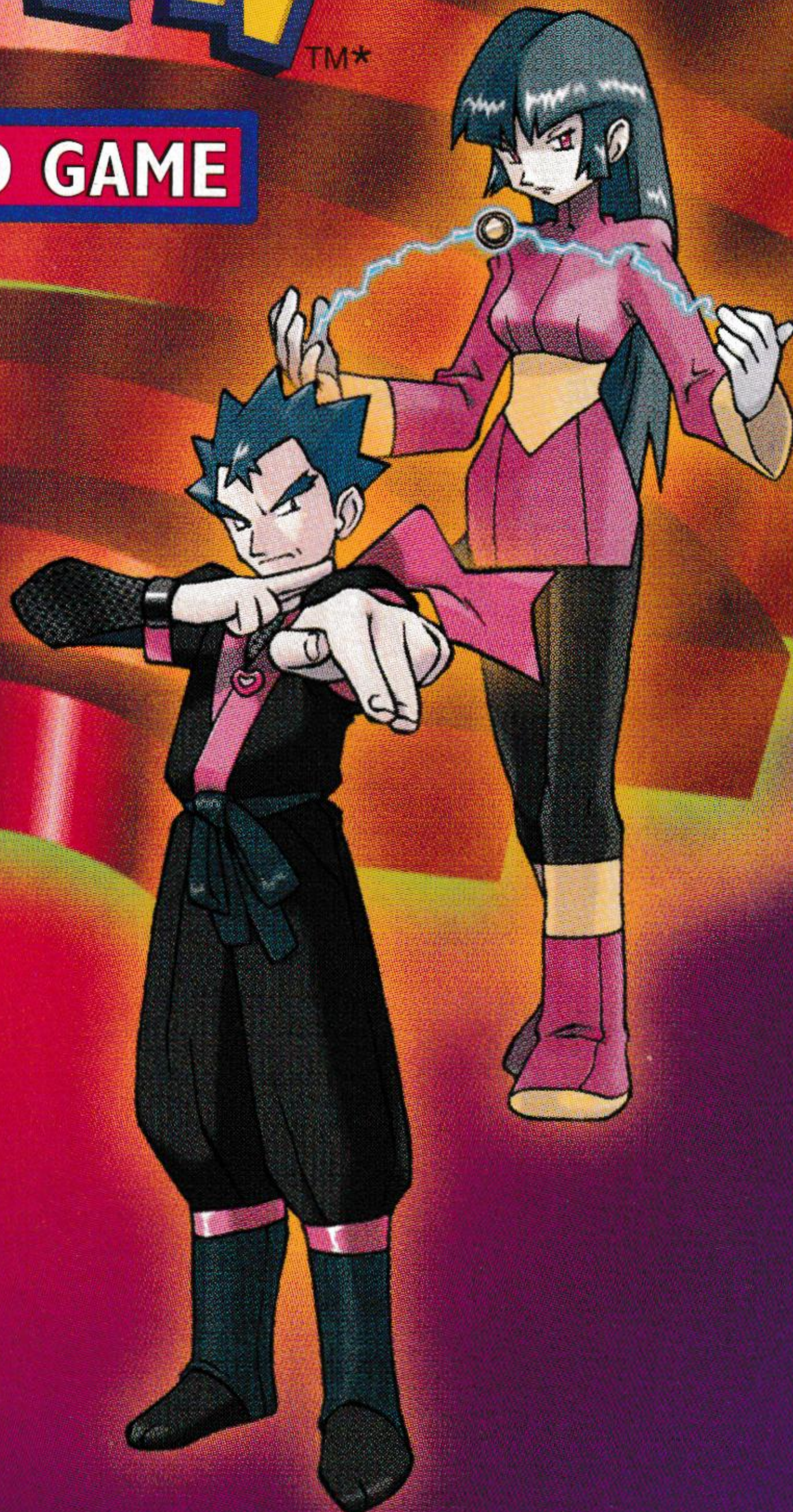


**TopDeck**<sup>™</sup>  
PRESENTS

# GYM CHALLENGE

## POKÉMON<sup>™</sup>\*

TRADING CARD GAME



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# The Real Challenge

by Michael G. Ryan

**W**henever Wizards of the Coast releases a new expansion for the Pokémon trading card game, you can buy the official theme decks and start playing with those new cards right away. Theme decks are a great way to try out a new set and are really fun to play, especially against other theme decks. But these decks don't stand up against the rigors of a Pokémon tournament.

Let's face it, the "deck tech" behind today's tournament-quality decks is pretty high (for a peek into this world, see the "Evolution of Pokémon" article in the PokéDex). But for those of you who are just now venturing into the (sometimes) scary world of Pokémon tournaments, you can take pre-built theme decks and make them more competitive with just a few small adjustments...and we'll show you how with the theme decks from the latest set—Gym Challenge!

## The "Blaine" Game

The "Blaine" deck roars through Fire Energy as it fries your opponents, but the theme deck only builds a little on this strategy. It certainly has some great Pokémon with aggressive attacks (many of which make you discard Fire Energy to use them). By building on that idea while adding a few ways to get more Fire

Energy into your hand or into play, you can improve the deck a lot!

First, as you might suspect, Blaine's Charizard does a lot of damage very quickly, especially when combined with the Blaine Trainer card. To make room for it, let's pull out the Blaine's Dodrio and the two Blaine's Doduo. This gives us room for a few more Basic Pokémon, so let's add another Blaine's Arcanine Lv. 42 (with the amazing Firestorm attack) and a Blaine's Ninetales Lv. 27. Blaine's Ninetales has a cool Pokémon Power that lets you remove a damage counter from it whenever you attach a Fire Energy card to it.

Let's also take out the four Blaine's Ponyta Lv. 13 and instead use four Blaine's Ponyta Lv. 11 from the *Gym Heroes* set). Unlike the Lv. 13 Ponyta, the Lv. 11 version has no Retreat Cost, and its one attack—flip a coin; on heads, prevent all effects of attacks done to Ponyta next turn—is much more effective.

Blaine is your best Trainer card, especially early in the game, because it lets you add an extra Fire Energy card to one of your Pokémon. So let's live on the edge and take out the Super Potion so we can put another Blaine in the deck.

Finally, Max Revive lets you bring a Basic Pokémon card from your discard pile onto your Bench...if you discard two Energy cards from your hand. Boo. Plus, Blaine's Gamble is too much of that—a gamble. It lets you discard as many cards as you want from your hand and then flip a coin. On heads, draw twice that many cards. But on tails, you're just out cards! Instead, let's work harder to get (and keep!) Fire Energy in your hand by adding two tried-but-true Energy Retrievals instead.

### Original "Blaine" Deck

#### POKÉMON (21)

- 3 Blaine's Charmander Lv. 18
- 2 Blaine's Charmeleon Lv. 29
- 2 Blaine's Doduo Lv. 17
- 1 Blaine's Dodrio Lv. 26
- 2 Blaine's Growlithe Lv. 15 (*Gym Heroes*)
- 2 Blaine's Growlithe Lv. 20
- 1 Blaine's Arcanine Lv. 42
- 4 Blaine's Ponyta Lv. 13
- 2 Blaine's Rapidash Lv. 31
- 2 Blaine's Vulpix Lv. 18

#### TRAINERS (11)

- 2 Bill (Base Set 2)
- 1 Blaine
- 1 Blaine's Gamble (*Gym Heroes*)
- 1 Cinnabar City Gym
- 1 Max Revive
- 2 Potion (Base Set 2)
- 2 Fervor
- 1 Super Potion (Base Set 2)

#### ENERGY (28)

- 28 Fire Energy

### How to Improve

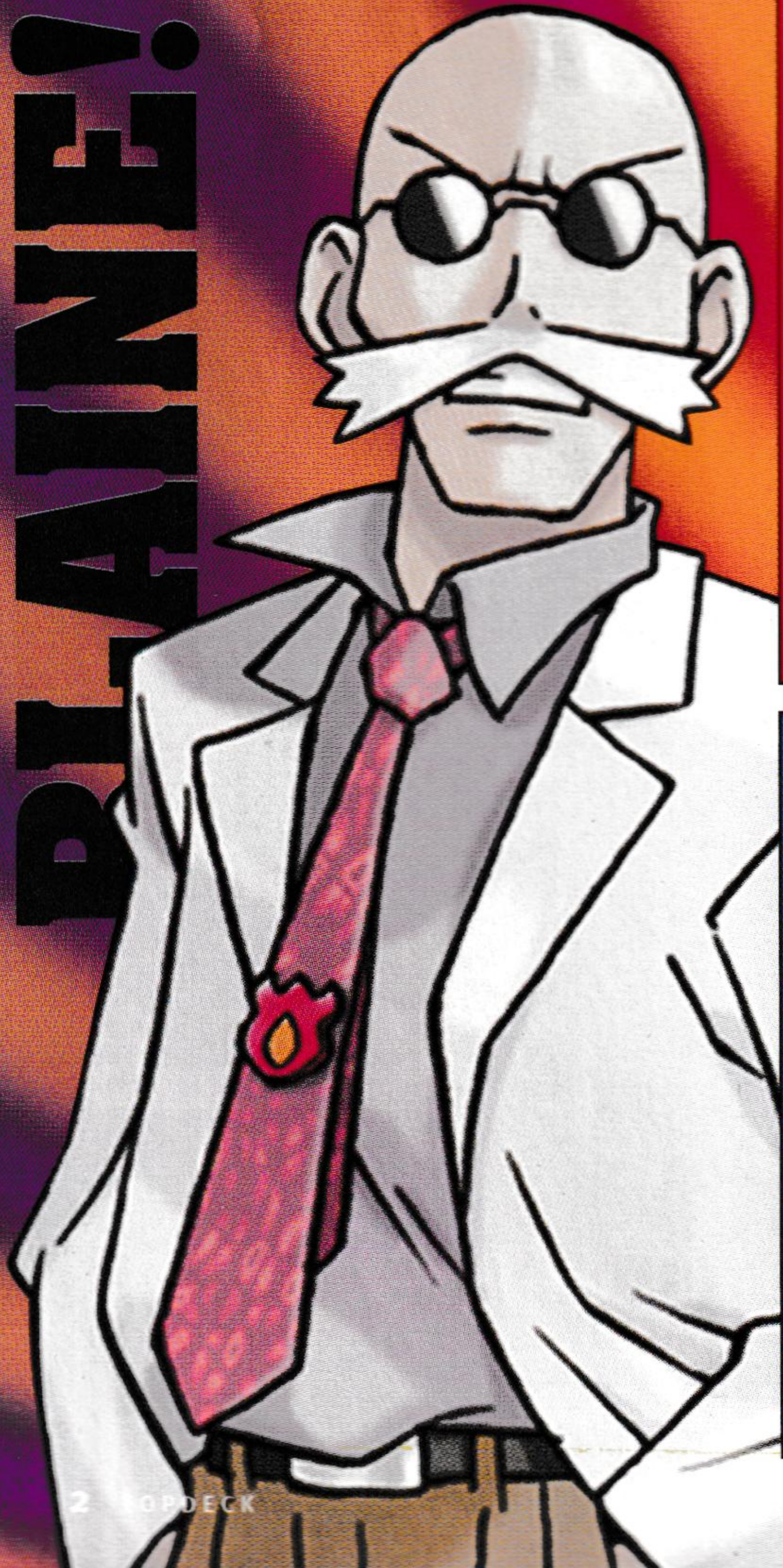
#### REMOVE

- 2 Blaine's Doduo Lv. 17
- 1 Blaine's Dodrio Lv. 26
- 4 Blaine's Ponyta Lv. 13
- 1 Blaine's Gamble
- 1 Max Revive
- 1 Super Potion

#### ADD

- 1 Blaine
- 1 Blaine's Arcanine Lv. 42
- 1 Blaine's Charizard Lv. 50
- 1 Blaine's Ninetales Lv. 47
- 4 Blaine's Ponyta Lv. 11 (*Gym Heroes*)
- 2 Energy Retrieval (Base Set 2)

BLAINE!





## Giovanni's "Quick-Grow" Deck

Giovanni's deck is a little chaotic—it doesn't have much focus, though it has some very strong possible combos. Giovanni's Persian, for example, has a great Pokémon Power—Call the Boss—that lets you search your deck for the Giovanni Trainer card. But there's only one Giovanni's Persian and one Giovanni in your deck! More important, the Giovanni Trainer card allows you to evolve a Pokémon when you're not supposed to evolve: on your first turn, when a Pokémon just evolved, or when you just put a Pokémon into play. But the deck has only a few short evolution opportunities. So let's make this idea of super-fast evolution work better!

First, let's add another Giovanni and another Giovanni's Persian. Then let's make sure you can find more Pokémon by adding Master Ball, which lets you look at the top seven cards of your deck and put one of the Pokémon you find there into your hand. We'll pull both Warp Point cards out to make room for the new Trainer cards.

Next, let's build up the evolution chains a bit. We'll change the Giovanni's Meowth Lv. 17 to Giovanni's Meowth Lv. 12, giving us four of those (its attacks are better for this deck). Now let's get rid of the Nidoran ♀ and Nidorina evolution chain. While they're good, they're not quite as good as the Nidoran ♂ and Nidorino cards in this deck.

These cuts give us room to add a Giovanni's Nidoking (which has an attack that might do as much as 70 damage), a Giovanni's Machop (with the Fortitude Pokémon Power that can keep it from getting Knocked Out forever!), and another Basic Pokémon card—Giovanni's Pinsir.

If you feel like tweaking the deck to make the Pokémon evolve even faster, you can think about using Pokémon Breeder or Pokémon

Trader to give you more options for evolving. Cards that let you search for Pokémon, like Poké Ball or Computer Search, can also help you reach even greater speeds of evolution!

### Original "Giovanni" Deck

#### POKÉMON (21)

- 4 Giovanni's Machop Lv. 18
- 2 Giovanni's Machoke Lv. 36
- 3 Giovanni's Nidoran ♀ Lv. 11
- 1 Giovanni's Nidorina Lv. 35
- 4 Giovanni's Nidoran ♂ Lv. 14
- 2 Giovanni's Nidorino Lv. 32
- 3 Giovanni's Meowth Lv. 12
- 1 Giovanni's Meowth Lv. 17
- 1 Giovanni's Persian Lv. 23

#### TRAINERS (11)

- 2 Bill (Base Set 2)
- 2 Energy Removal (Base Set 2)
- 1 Full Heal (Base Set 2)
- 1 Giovanni
- 2 Potion (Base Set 2)
- 1 Viridian City Gym
- 2 Warp Point

#### ENERGY (28)

- 20 Grass Energy
- 8 Fighting Energy

### How to Improve

#### REMOVE

- 1 Giovanni's Meowth Lv. 17
- 3 Giovanni's Nidoran ♀
- 1 Giovanni's Nidorina
- 2 Grass Energy
- 2 Warp Point

#### ADD

- 2 Fighting Energy
- 1 Giovanni
- 1 Giovanni's Machop
- 1 Giovanni's Meowth Lv. 12
- 1 Giovanni's Nidoking
- 1 Giovanni's Persian
- 1 Giovanni's Pinsir
- 1 Master Ball

## Challenge Quiz #2 Giovanni

1. What is Giovanni's favorite Pokémon?
2. What Pokémon does Giovanni use to defeat Gary Oak?
3. What Pokémon do Jesse and James bring to Giovanni in "The Battle of the Badge" episode?
4. What three Pokémon does Giovanni give to Jesse and James when he puts them in charge of the gym?
5. What amusement park did Giovanni own that Jesse, James, Ash, Misty, and Brock destroy?

# GIOVANNI!



## Take the Gym Challenge by Will McDermott

How well do you know the animated exploits of the Gym Challenge gym leaders? Take these four quizzes and find out.

### Challenge Quiz #1 Blaine

1. What is the riddle to find Blaine's hidden gym? What does it mean?
2. What riddle does Blaine ask Ash before the battle? What does it mean?
3. Which of Blaine's Pokémon does Ash actually defeat in their first battle?
4. What is the most powerful attack a Fire Pokémon has?
5. What do Jesse and James use to try to capture Blaine's Magmar?



## Koga "Yoga" Deck

In yoga, meditation is the key. In Koga's "Yoga" deck, the key is to give your opponent something to meditate about! The theme of the Koga theme deck is a solid one—many of Koga's Grass Pokémon have the ability to make other Pokémon Poisoned, which can be a game-winning tactic if your opponent isn't ready for it. This deck's in pretty good shape as it is, so we need to adjust only a few cards to make it a winner!

First, let's rearrange a few Trainer cards to take full advantage of the Poison options. Fuchsia City Gym is a good defensive card. It lets you shuffle a Pokémon with Koga in its name back into your deck if you flip a heads. But this Stadium card could help your opponent, and we want to be more aggressive than that with a Poison deck.

The Koga Trainer card, on the other hand, is pure aggression. It gives any Koga Pokémon attack the ability to make the Defending Pokémon Poisoned—with no coin flip! Great! Let's trade Fuchsia City Gym and Energy Removal for two more Koga cards, to add to our Poison potential.

Now for the Pokémon.... Koga's Koffing Lv. 10 isn't as strong as Koga's Koffing Lv. 15. The Lv. 15 version has two attacks instead of just one, and neither of those attacks has a chance of doing damage to your own Pokémon. Let's replace the three Lv. 10 Koga's Koffings, shall we? The biggest change to make, though, is to eliminate the three Koga's Pidgey—they just don't do anything special enough to keep them around. Instead, we'll add another Koga's Grimer, another Koga's Ekans, and one Koga's Arbok.

## Original "Koga" Deck

### POKÉMON (22)

- 3 Koga's Ekans Lv. 17
- 3 Koga's Grimer Lv. 19
- 3 Koga's Koffing Lv. 10
- 1 Koga's Koffing Lv. 15
- 2 Koga's Weezing Lv. 31
- 3 Koga's Pidgey Lv. 15
- 4 Koga's Weedle Lv. 13
- 2 Koga's Kakuna Lv. 21
- 1 Koga's Beedrill Lv. 34

### TRAINERS (10)

- 1 Energy Removal (Base Set 2)
- 1 Fuchsia City Gym
- 1 Full Heal (Base Set 2)
- 2 Gust of Wind (Base Set 2)
- 1 Koga
- 1 PlusPower (Base Set 2)
- 3 Potion (Base Set 2)

### ENERGY (28)

- 28 Grass Energy

## How to Improve

### REMOVE

- 1 Energy Removal
- 1 Fuchsia City Gym
- 3 Koga's Koffing Lv. 10
- 3 Koga's Pidgey

### ADD

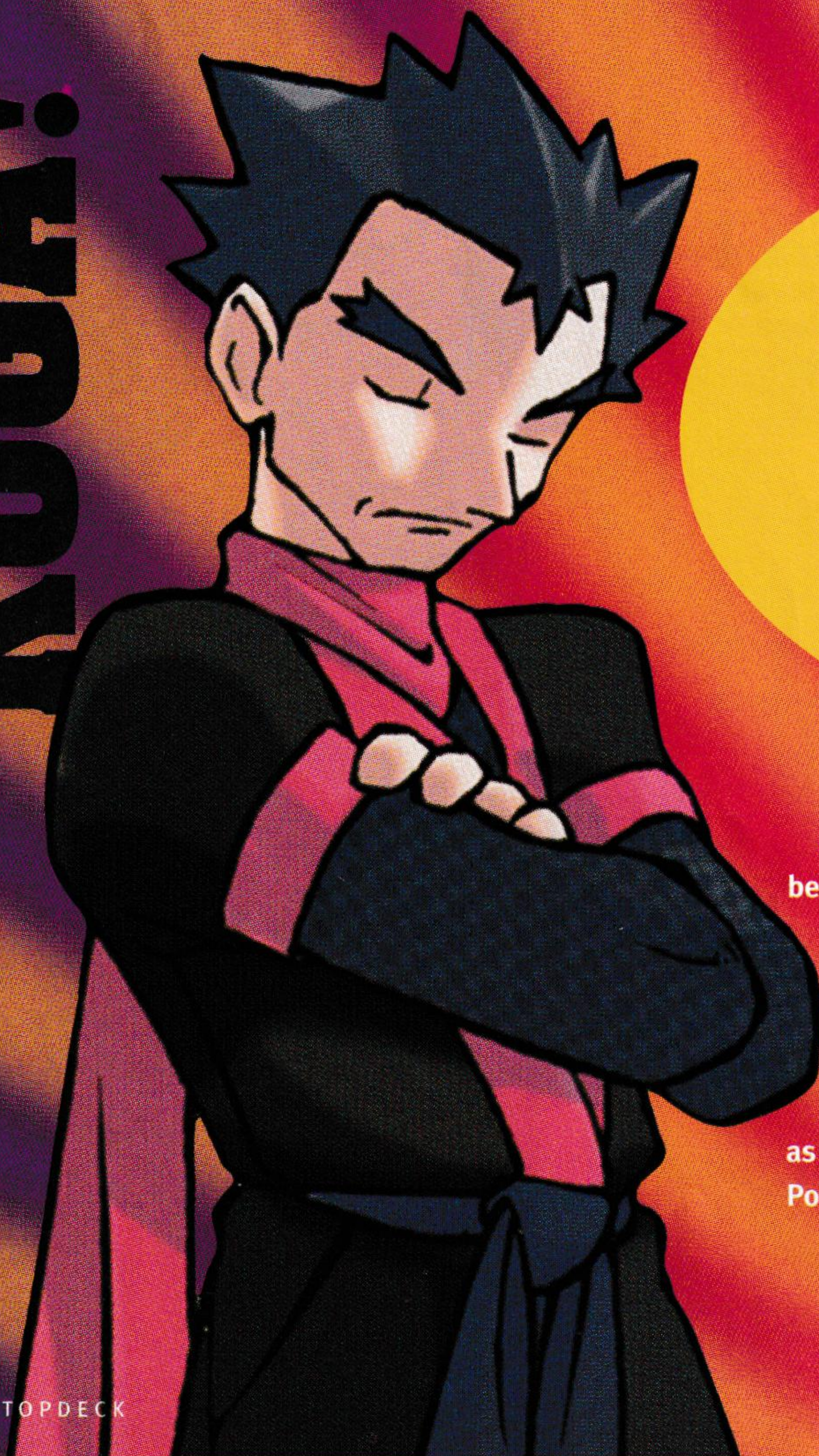
- 2 Koga
- 1 Koga's Arbok Lv. 44
- 1 Koga's Ekans Lv. 17
- 1 Koga's Grimer Lv. 19
- 3 Koga's Koffing Lv. 15

## Challenge Quiz #3 Koga

1. What is the name of Koga's sister?
2. What Pokémon does she use to battle Ash?
3. What Pokémon saves the day when Team Rocket attacks Koga's gym?
4. What Pokémon does Koga use to battle Ash?
5. How does Ash defeat Koga?

Koga's Arbok is a dangerous but exciting Pokémon because its Poison damage is risky. Its Poison Buildup attack makes Koga's Arbok Poisoned but does nothing to the Defending Pokémon! Its second attack, though, is the big one. Poison Power normally does 20 damage, but if Koga's Arbok is Poisoned, it does 40 and the Defending Pokémon is Poisoned! You might want to retreat Koga's Arbok as soon as you can, though. After all, Koga's Arbok will be Poisoned, and you don't want to lose it to its own Poison attack!

# KOGA!





## Sabrina's "Super Energy" Deck

Sabrina is the trickiest of the gym leaders, because her deck has a lot of Pokémon with special abilities. Many of her Pokémon, though, move Energy around. So controlling your Energy is the key to winning with this deck.

Sabrina's Gaze doesn't really help much in this deck—it actually helps your opponent as much as it helps you. Plus, some of your Pokémon return themselves or their Energy to your hand, so you may not want to trade in your hand, even late in the game. Instead, let's focus on two other cards: a second Sabrina (which lets you move Energy around on your Sabrina's Pokémon) and Sabrina's ESP (from the *Gym Heroes* set).

You may want to save Sabrina's ESP for when Sabrina's Kadabra is your Active Pokémon. Sabrina's ESP lets you re-flip a coin, and Sabrina's Kadabra has an amazing attack called Life Drain that leaves the Defending Pokémon with only 10 Hit Points, but only if you flip a heads! Just imagine draining a Defending Pokémon for as much as 110 Hit Points in one shot!

Most of the Pokémon in Sabrina's deck are great, so you shouldn't have to change much. Sabrina's Gastly Lv. 9 is really good—its Fade Out attack can keep it from getting Knocked Out. But four of them are more than you need. Instead, let's pull two and add a pair of Sabrina's Gastly Lv. 10, which has a Pokémon Power that gives it an additional 10 HP for each Psychic Energy attached to it. And with an attack that does 30 for only ☹☹, you'll give your opponent something to worry about!

Finally, let's trade out Sabrina's Porygon—which doesn't really fit the theme of Energy maneuvering—with a card from *Gym Heroes*, Sabrina's Mr. Mime. This Mr. Mime lets you trade up to three cards from your hand for the same number of basic Energy cards from your deck. The more Energy you have flowing in this deck, the better!

### Original "Sabrina" Deck

#### POKÉMON (21)

- 2 Sabrina's Abra Lv. 12
- 2 Sabrina's Abra Lv. 18
- 2 Sabrina's Kadabra Lv. 41
- 1 Sabrina's Alakazam Lv. 44
- 3 Sabrina's Drowzee Lv. 18
- 4 Sabrina's Gastly Lv. 9
- 2 Sabrina's Haunter Lv. 29
- 2 Sabrina's Jynx Lv. 21
- 3 Sabrina's Porygon Lv. 17

#### TRAINERS (11)

- 2 Bill (Base Set 2)
- 2 Potion (Base Set 2)
- 1 Sabrina
- 2 Sabrina's Gaze (*Gym Heroes*)
- 1 Sabrina's Psychic Control
- 1 Saffron City Gym
- 2 Switch (Base Set 2)

#### ENERGY (28)

- 28 Psychic Energy

### How to Improve

#### REMOVE

- 2 Sabrina's Gastly Lv. 9
- 2 Sabrina's Gaze
- 3 Sabrina's Porygon

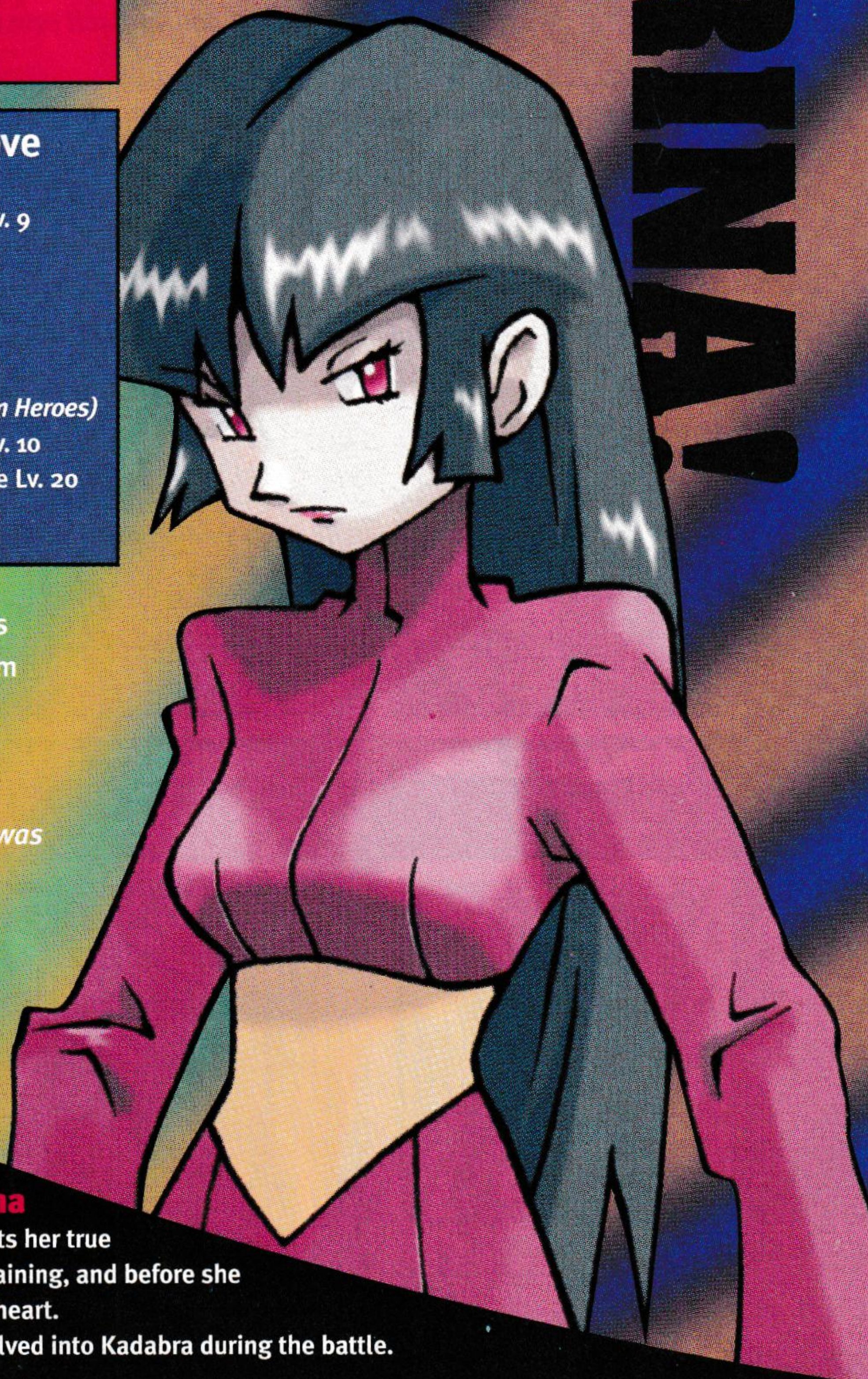
#### ADD

- 1 Sabrina
- 1 Sabrina's ESP (*Gym Heroes*)
- 2 Sabrina's Gastly Lv. 10
- 3 Sabrina's Mr. Mime Lv. 20 (*Gym Heroes*)

## Challenge Quiz #4 Sabrina

1. What does the doll that Sabrina carries represent?
2. Why does Ash cry "foul" in his first battle against Sabrina?
3. Who is the man that helps Ash defeat Sabrina?
4. Where is Sabrina's mother?
5. How does Ash defeat Sabrina?

# SABRINA!



*The best deck Michael G. Ryan ever improved was attached to a house.*

### Quiz #1: Blaine

1. "It's in the place where a firefighter can never win." Answer: Inside a volcano.
2. "It's not a hat, but it keeps your head dry. If you wear it, it's only because you already lost it." Answer: A wig.
3. Rhydon. Pikachu Thunderbolts its horn.
4. Fireblast, Magmar's favorite attack.
5. Freeze Blasters

### Quiz #2: Giovanni

1. Persian
2. Mewtwo
3. Togepi
4. Machop, Kingler, and Rhydon
5. Pokémon Land (aka the Island of the Giant Pokémon)

### Quiz #3: Koga

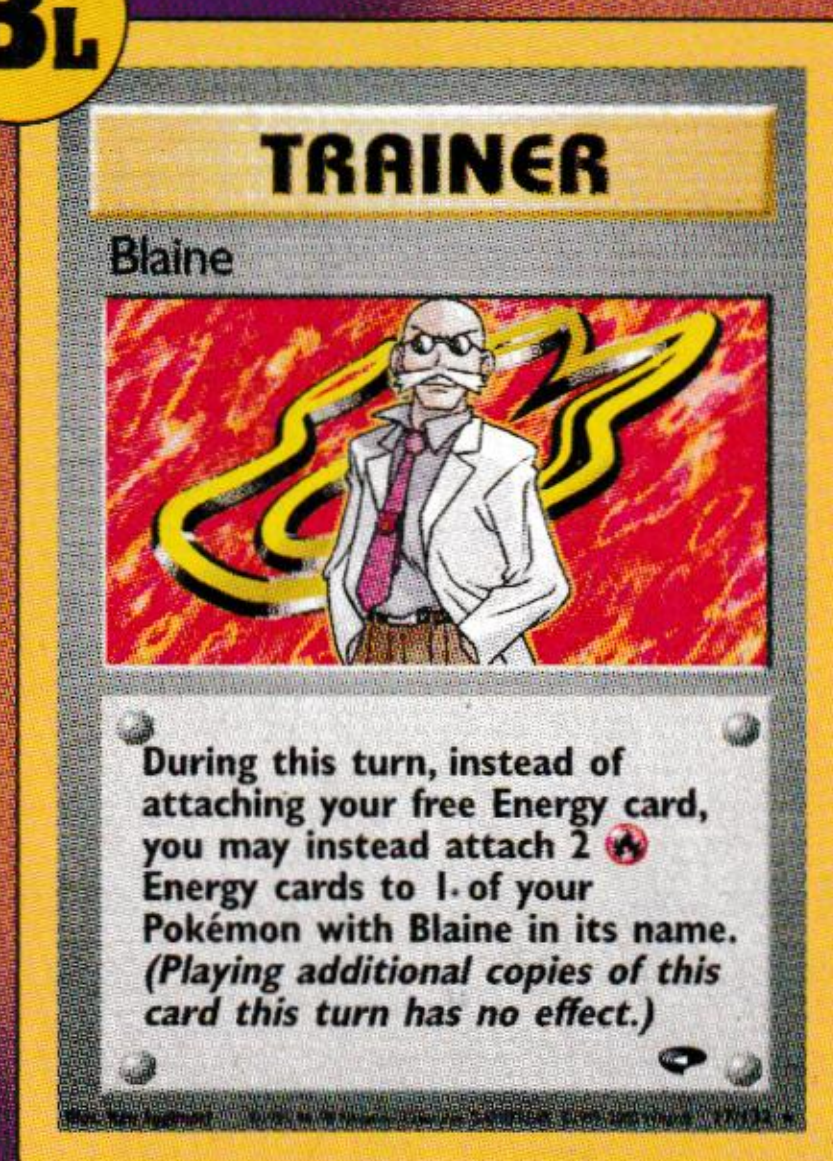
1. Aya
2. Venonat
3. Psyduck
4. Golbat
5. Charmander burns Golbat with Fire Spin.

### Quiz #4: Sabrina

1. The doll represents her true self, before her training, and before she rejected her own heart.
2. Because Abra evolved into Kadabra during the battle.
3. Sabrina's father
4. She's been turned into a doll and is in the playhouse.
5. Haunter makes Sabrina laugh, and Kadabra falls down in a fit of laughter as well.



BL

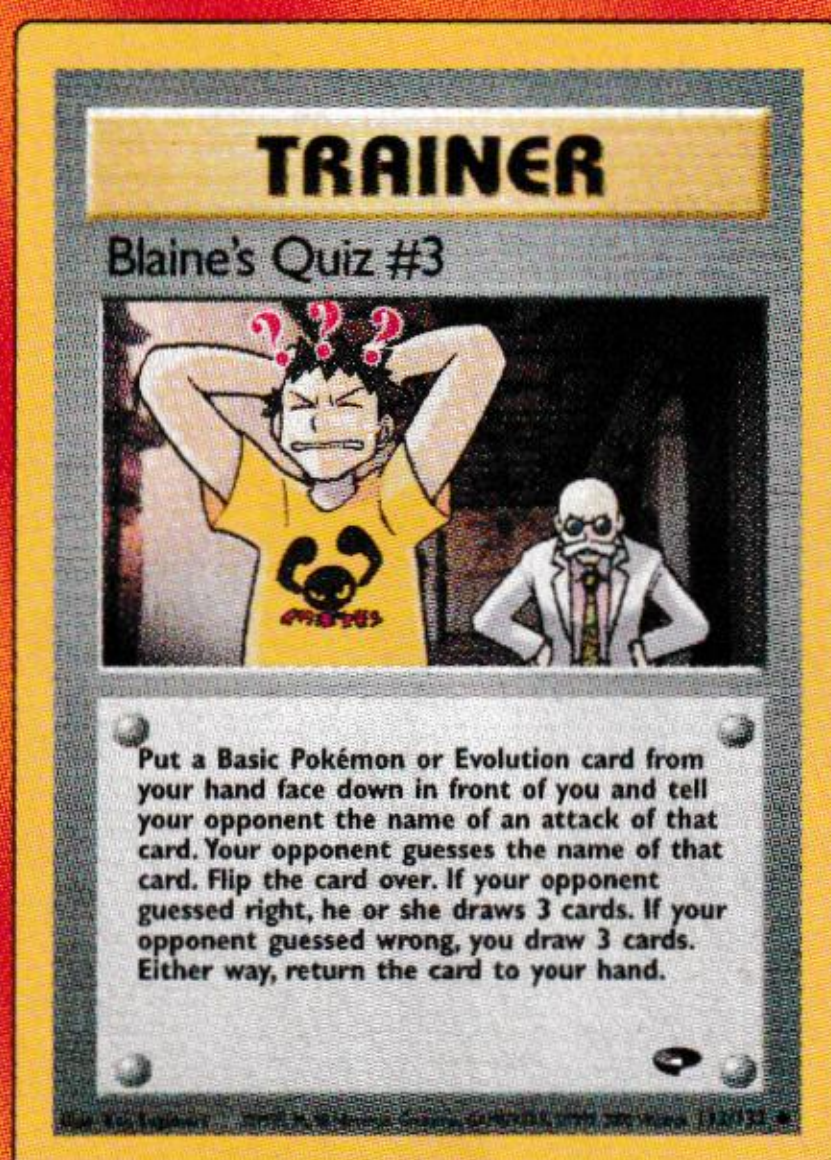
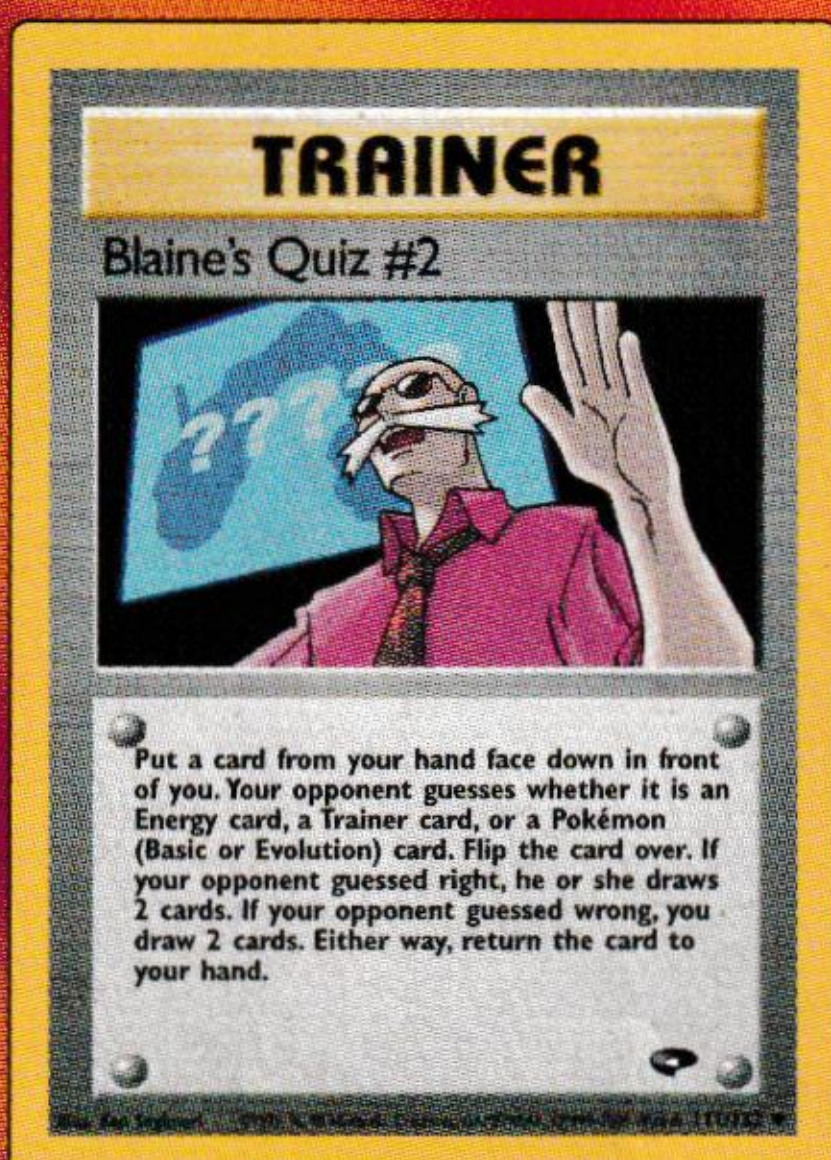
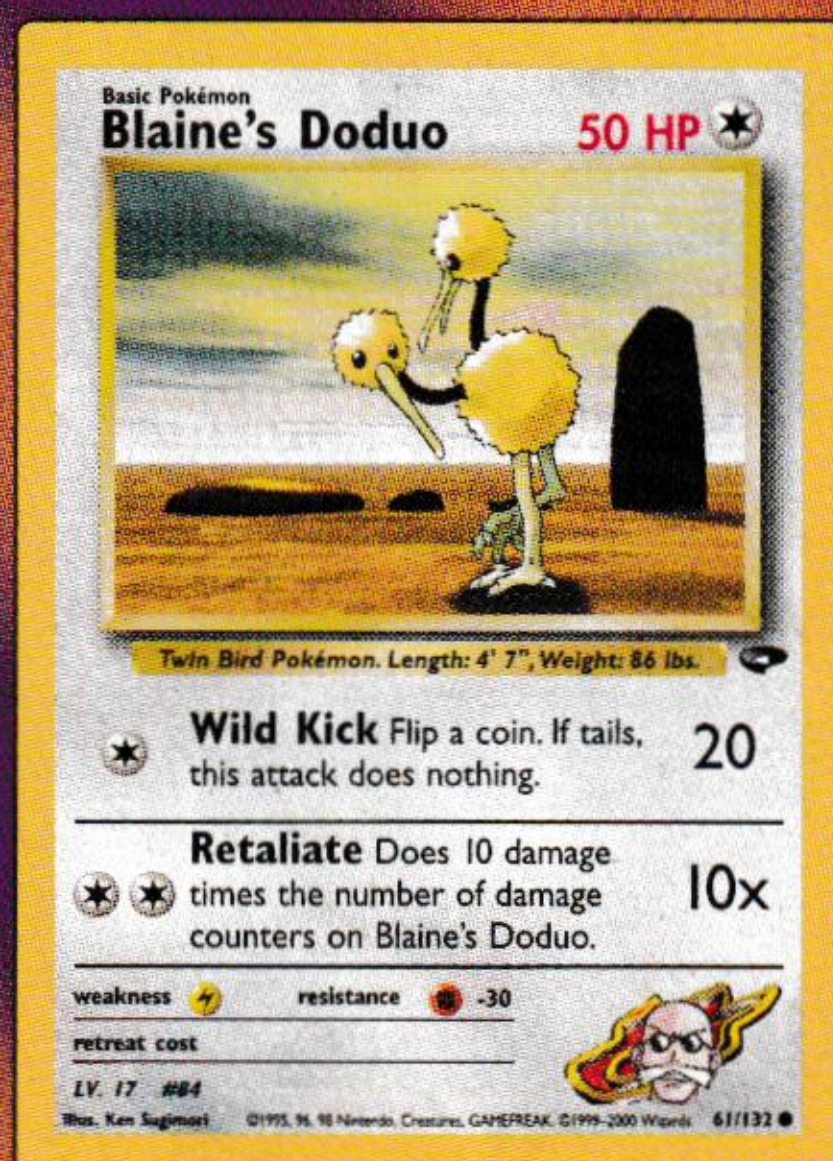


## GYM CHALLENGE CARD ENCYCLOPEDIA

On the next nine pages, you will find the entire Gym Challenge card set (except for basic Energy cards). The cards are arranged in alphabetical order. Underneath each card you will see the card number and the rarity symbol. Cards that have two numbers have two versions—a holofoil rare version and a non-holofoil rare version.

### RARITY LEGEND

★ Rare Holofoil ★ Rare ◆ Uncommon ● Common





Br

Basic Pokémon  
**Blaine's Rhyhorn** 60 HP



Spikes Pokémon. Length: 3' 3", Weight: 254 lbs.

**Horn Charge** Flip a coin. If tails, this attack does nothing. 30

**Overrun** Flip a coin. If heads and if your opponent has any Benched Pokémon, choose 1 of them and this attack does 20 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.) 20

weakness resistance -30

retreat cost

LV. 26 #111

Blaine, Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAMESHARK, G1999-2000 Wizards. 65/132

65/132

Basic Pokémon  
**Blaine's Vulpix** 50 HP



Fox Pokémon. Length: 2' 0", Weight: 22 lbs.

**Bite** 10

**Call Will-o'-the-wisp** Flip 3 coins. For each heads, if you have a Energy card in your discard pile, put it into your hand.

weakness resistance

retreat cost

LV. 18 #87

Blaine, Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAMESHARK, G1999-2000 Wizards. 66/132

66/132

Basic Pokémon  
**Brock's Diglett** 40 HP



Male Pokémon. Length: 0' 8", Weight: 2 lbs.

**Surprise Attack** Flip a coin. If tails, this attack does nothing. 20

**Tremor** Does 10 damage to each of your own Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) 40

weakness resistance -30

retreat cost

LV. 13 #59

Blaine, Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAMESHARK, G1999-2000 Wizards. 67/132

67/132

STAGE 1  
Evolves from Brock's Diglett Put Brock's Dugtrio on the Basic Pokémon.  
**Brock's Dugtrio** 60 HP



Male Pokémon. Length: 2' 4", Weight: 73 lbs.

**Lie Low** All damage done to Brock's Dugtrio during your opponent's next turn is reduced by 20 (after applying Weakness and Resistance).

**Earthdrill** This attack can't be used unless Brock's Dugtrio used its Lie Low attack last turn. 60

weakness resistance -30

retreat cost

LV. 27 #81

Blaine, Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAMESHARK, G1999-2000 Wizards. 22/132

22/132

Basic Pokémon  
**Brock's Geodude** 50 HP



Rock Pokémon. Length: 1' 4", Weight: 44 lbs.

**Rock Toss** Flip 3 coins. This attack does 10 damage times the number of heads. 10x

weakness resistance

retreat cost

LV. 15 #74

Blaine, Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAMESHARK, G1999-2000 Wizards. 68/132

68/132

STAGE 1  
Evolves from Brock's Geodude Put Brock's Graveler on the Basic Pokémon.  
**Brock's Graveler** 70 HP



Rock Pokémon. Length: 3' 3", Weight: 232 lbs.

**Tackle** 20

**Detonate** Does 10 damage to each Pokémon on each player's bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Brock's Graveler does 50 damage to itself. If there is a Stadium card in play, discard it. 50

weakness resistance

retreat cost

LV. 22 #75

Blaine, Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAMESHARK, G1999-2000 Wizards. 34/132

34/132

STAGE 1  
Evolves from Brock's Vulpix Put Brock's Ninetales on the Basic Pokémon.  
**Brock's Ninetales** 70 HP



Fox Pokémon. Length: 3' 7", Weight: 44 lbs.

**Pokémon Power: Shapeshift** Once during your turn (before your attack) you may attach an Evolution card from your hand to Brock's Ninetales. (This doesn't count as evolving Brock's Ninetales.) Treat Brock's Ninetales as if it were that Pokémon instead. It can't evolve, devolve, or use the Pokémon Power of that Pokémon. During your turn, you may discard the Evolution card attached to Brock's Ninetales. This power can't be used if Brock's Ninetales is Asleep, Confused, or Paralyzed. If Brock's Ninetales becomes Asleep, Confused, or Paralyzed, discard all Evolution cards attached to it.

**Will-o'-the-wisp** 30

weakness resistance

retreat cost

LV. 30 #38

Blaine, Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAMESHARK, G1999-2000 Wizards. 3/132

3/132

STAGE 1  
Evolves from Brock's Monkey Put Brock's Primeape on the Basic Pokémon.  
**Brock's Primeape** 70 HP



Pig Monkey Pokémon. Length: 3' 3", Weight: 71 lbs.

**Pokémon Power: Scram** If Brock's Primeape ever has exactly 10 HP left, shuffle it and all cards attached to it into your deck. This power stops working while Brock's Primeape is Asleep, Confused, or Paralyzed.

**Mega Thrash** Brock's Primeape does 20 damage to itself. If there is a Stadium card in play, discard it. 60

weakness resistance

retreat cost

LV. 32 #57

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35/132

**TRAINER**  
**Brock's Protection**



Attach Brock's Protection to 1 of your Pokémon with Brock in its name. Energy cards attached to that Pokémon can't be removed by your opponent's attacks or Trainer cards. (This doesn't stop the rest of the attack or Trainer card from working normally.)

weakness resistance

retreat cost

LV. 34 #28

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101/132

STAGE 1  
Evolves from Brock's Sandslash Put Brock's Sandshrew on the Basic Pokémon.  
**Brock's Sandslash** 70 HP



Mouse Pokémon. Length: 3' 3", Weight: 65 lbs.

**Swift** This attack's damage isn't affected by Weakness, Resistance, Pokémon Powers, or any other effects on the Defending Pokémon. 20

**Needle Ball** Flip a coin. If heads, the Defending Pokémon is now Poisoned. 30

weakness resistance -30

retreat cost

LV. 34 #28

Blaine, Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAMESHARK, G1999-2000 Wizards. 36/132

36/132

Basic Pokémon  
**Brock's Vulpix** 50 HP



Fox Pokémon. Length: 2' 0", Weight: 22 lbs.

**Hypnotic Gaze** The Defending Pokémon is now Asleep. 20

**Fire Ring** If your opponent has any Benched Pokémon, choose 1 of them and this attack does 10 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness resistance

retreat cost

LV. 16 #87

Blaine, Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAMESHARK, G1999-2000 Wizards. 37/132

37/132

**TRAINER**  
**Chaos Gym** Stadium Card



This card stays in play after being played. Discard this card if another Stadium card comes into play.

Whenever a player plays a Trainer card other than a Stadium card, he or she flips a coin. If heads, that player plays that card normally. If tails, the player can't play that card. If the card isn't put into play, the player's opponent may use that card instead, if he or she does everything required in order to play that card (like discarding cards). Either way, the card goes to its owner's discard pile.

weakness resistance

retreat cost

LV. 32 #57

Blaine, Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAMESHARK, G1999-2000 Wizards. 102/132

102/132

**TRAINER**  
**Cinnabar City Gym** Stadium Card



This card stays in play after being played. Discard this card if another Stadium card comes into play.

Ignore Weakness when a Pokémon does damage to a Pokémon with Blaine in its name.

weakness resistance

retreat cost

LV. 13 #69

Blaine, Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAMESHARK, G1999-2000 Wizards. 113/132

113/132

Basic Pokémon  
**Erika's Bellsprout** 40 HP



Flower Pokémon. Length: 2' 4", Weight: 9 lbs.

**Pokémon Power: Soak Up** Once during your turn (before your attack), you may take up to 2 Energy cards attached to your other Pokémon and attach them to Erika's Bellsprout. This power can't be used if Erika's Bellsprout is Asleep, Confused, or Paralyzed.

**Stretch Vine** Choose 1 of your opponent's Benched Pokémon, and this attack does 10 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness resistance

retreat cost

LV. 13 #69

Blaine, Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAMESHARK, G1999-2000 Wizards. 38/132

38/132

Basic Pokémon  
**Erika's Bulbasaur** 50 HP



Seed Pokémon. Length: 2' 4", Weight: 13 lbs.

**Sleep Seed** The Defending Pokémon is now Asleep. 10

**Errand-Running** Flip a coin. If heads, you may search your deck for a Trainer card. Show it to your opponent and put it into your hand. Shuffle your deck afterward.

weakness resistance


retreat cost

LV. 15 #1

Blaine, Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAMESHARK, G1999-2000 Wizards. 39/132

39/132

Basic Pokémon  
**Erika's Clefairy** 50 HP



Fairy Pokémon. Length: 2' 0", Weight: 17 lbs.

**Lunar Power** Flip a coin. If heads, search your deck for a card that evolves from 1 of your Benched Pokémon and put that card on that Pokémon. (This counts as evolving that Pokémon.) Shuffle your deck afterward.

**Moon Kick** 20

weakness resistance -30

retreat cost

LV. 16 #35

Blaine, Ken Sugimori © 1995, 96, 98 Nintendo, Creatures, GAMESHARK, G1999-2000 Wizards. 40/132

40/132



ER

**STAGE 1**  
Evolves from Erika's Bulbasaur Put Erika's Ivysaur on the Basic Pokémon

**Erika's Ivysaur** 60 HP



Seed Pokémon. Length: 3' 3", Weight: 29 lbs.

**Pokémon Power: Relaxing Scent** As long as Erika's Ivysaur is your Active Pokémon, whenever an attack (even your own) does damage to any Pokémon (after applying Weakness and Resistance), that attack only does half the damage to that Pokémon (rounded up to the nearest 10). (Any other effects of attacks still happen.) This power stops working when Erika's Ivysaur is Asleep, Confused, or Paralyzed.

**Double Razor Leaf** Flip 2 coins. This attack does 40 damage times the number of heads. 40x

weakness ♣ resistance ♣

retreat cost ♣

LV. 22 #2

Illus. Ken Sugimori © 1995, 96, 98 Nintendo. Creatures, GAFMEARX, © 1999-2000 Wizards. 41/132

41/132 ♦

**Basic Pokémon**  
**Erika's Jigglypuff** 50 HP



Balloon Pokémon. Length: 1' 8", Weight: 12 lbs.

**Group Therapy** You and your opponent remove 1 damage counter from each of your Pokémon with damage counters on them.

**Pulled Punch** If the Defending Pokémon has no damage counters on it, this attack does 40 damage. If it has any damage counters on it, this attack does 10 damage. 40-

weakness ♣ resistance ♣ -30


retreat cost ♣

LV. 13 #39

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69/132 ●

**TRAINER**  
**Erika's Kindness**



Remove 2 damage counters from each Pokémon (yours and your opponent's) with any damage counters on it. If a Pokémon has just 1 damage counter, remove it.

103/132 ★

**Basic Pokémon**  
**Erika's Oddish** 40 HP



Weed Pokémon. Length: 1' 8", Weight: 12 lbs.

**Strange Powder** Flip a coin. If heads, the Defending Pokémon is now Confused; if tails, the Defending Pokémon is now Asleep. 10

weakness ♣ resistance ♣

retreat cost ♣

LV. 10 #43

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70/132 ●

**Basic Pokémon**  
**Erika's Paras** 50 HP



Mushroom Pokémon. Length: 1' 0", Weight: 12 lbs.

**Irongrip** 10

**Poison Spore** Flip a coin. If heads, the Defending Pokémon is now Poisoned and this attack does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ♣ resistance ♣

retreat cost ♣

LV. 17 #46

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71/132 ●

**STAGE 2**  
Evolves from Erika's Ivysaur Put Erika's Venusaur on the Stage 1 card

**Erika's Venusaur** 90 HP



Seed Pokémon. Length: 6' 7", Weight: 221 lbs.

**Growth** Flip a coin. If heads, you may attach up to 2 Energy cards from your hand to Erika's Venusaur.

**Wide Solarbeam** If your opponent has any Benched Pokémon, choose 2 of them (or 1 if he or she only has 1). This attack does 20 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.) 20

weakness ♣ resistance ♣

retreat cost ♣

LV. 45 #3

Illus. Ken Sugimori © 1995, 96, 98 Nintendo. Creatures, GAFMEARX, © 1999-2000 Wizards. 4/132

4/132 ★

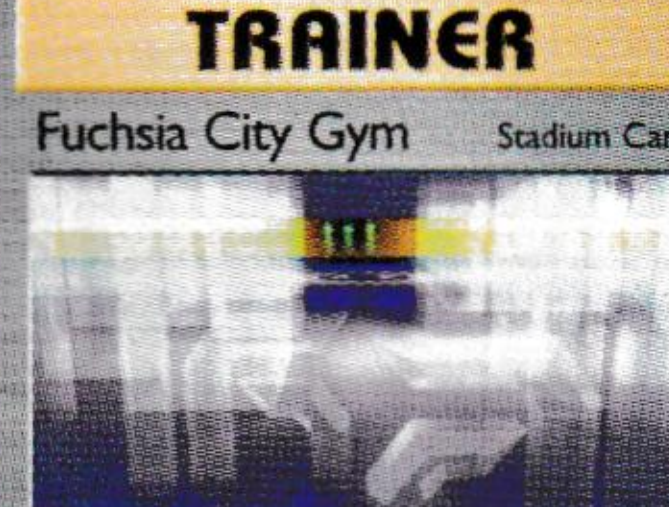
**TRAINER**  
**Fervor**



Show the top 3 cards of your deck to all players. Put any Energy cards there into your hand and discard the rest.

124/132 ●

**TRAINER**  
**Fuchsia City Gym** Stadium Card




This card stays in play after being played. Discard this card if another Stadium card comes into play.

Once during each player's turn (before attacking), that player may flip a coin. If heads, that player may shuffle 1 of his or her Pokémon in play with Koga in its name and any cards attached to it into his or her deck.

114/132 ♦

**TRAINER**  
**Giovanni**



Choose 1 of your Pokémon in play with Giovanni in its name. For the rest of your turn, you may evolve that Pokémon even if you just played or evolved it this turn or if this is your first turn. This effect also applies to the Pokémon it evolves into.

18/132 ★, 104/132 ★

**STAGE 1**  
Evolves from Giovanni's Magikarp Put Giovanni's Gyarados on the Basic Pokémon

**Giovanni's Gyarados** 90 HP



Atrocious Pokémon. Length: 21' 4", Weight: 518 lbs.

**Summon Storm** Flip 2 coins. If both of them are heads, this attack does 20 damage to each other Pokémon (even your own). Don't apply Weakness and Resistance for this attack.

**Dragon Tornado** Unless this attack Knocks Out the Defending Pokémon, choose 1 of your opponent's Benched Pokémon and switch it with the Defending Pokémon. 40

weakness ♣ resistance ♣ -30

retreat cost ♣

LV. 40 #130

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5/132 ★

**TRAINER**  
**Giovanni's Last Resort**



Remove all damage counters from 1 of your Pokémon with Giovanni in its name. Then discard your hand.

105/132 ★

**STAGE 2**  
Evolves from Giovanni's Machop Put Giovanni's Machop on the Stage 1 card

**Giovanni's Machop** 100 HP



Superpower Pokémon. Length: 5' 3", Weight: 287 lbs.

**Pokémon Power: Fortitude** If Giovanni's Machop would be Knocked Out by an opponent's attack, flip a coin. If heads, Giovanni's Machop is not Knocked Out and its remaining HP become 10 instead. This power can't be used if Giovanni's Machop is already Asleep, Confused, or Paralyzed.

**Hurricane Punch** Flip 4 coins. This attack does 30 damage times the number of heads. 30x

weakness ♣ resistance ♣

retreat cost ♣

LV. 50 #68

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6/132 ★

**STAGE 1**  
Evolves from Giovanni's Machop Put Giovanni's Machop on the Basic Pokémon

**Giovanni's Machoke** 80 HP



Superpower Pokémon. Length: 4' 11", Weight: 155 lbs.

**Risky Attack** Flip a coin. If tails, this attack does no damage to the Defending Pokémon and Giovanni's Machoke does 100 damage to itself. 60

**Headlock** Flip a coin. If heads, this attack does 20 damage plus 20 more damage and the Defending Pokémon is now Paralyzed. If tails, this attack does 20 damage. 20+

weakness ♣ resistance ♣

retreat cost ♣

LV. 36 #67

Illus. Ken Sugimori © 1995, 96, 98 Nintendo. Creatures, GAFMEARX, © 1999-2000 Wizards. 42/132

42/132 ♦

**Basic Pokémon**  
**Giovanni's Machop** 50 HP



Superpower Pokémon. Length: 2' 7", Weight: 43 lbs.

**Chop** 10

**Fury Punch** Flip a coin. If heads, this attack does 20 damage times the number of damage counters on Giovanni's Machop. 20x

weakness ♣ resistance ♣

retreat cost ♣

LV. 18 #66

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72/132 ●

**Basic Pokémon**  
**Giovanni's Magikarp** 30 HP



Fish Pokémon. Length: 2' 11", Weight: 22 lbs.

**Ancestral Memory** Flip a coin. If tails, this attack does nothing. Either way, you can't use this attack again as long as Giovanni's Magikarp stays in play (even putting Giovanni's Magikarp on the Bench won't let you use it again). 40

**Flail Around** Flip 3 coins. This attack does 10 damage times the number of heads. 10x

weakness ♣ resistance ♣

retreat cost ♣

LV. 9 #129

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73/132 ●

**Basic Pokémon**  
**Giovanni's Meowth** 40 HP



Scratch Cat Pokémon. Length: 1' 4", Weight: 9 lbs.

**False Charity** Flip a coin. If heads, look at the top card of your opponent's deck. If it's a Trainer card, put it in your opponent's discard pile; otherwise, put it into his or her hand.

**Double Scratch** Flip 2 coins. This attack does 20 damage times the number of heads. 20x

weakness ♣ resistance ♣ -30

retreat cost ♣

LV. 12 #52

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43/132 ♦



Basic Pokémon  
**Giovanni's Meowth** 50 HP ★



Scratch Cat Pokémon. Length: 1' 4", Weight: 9 lbs.

★ **Cat Fleas** Flip a coin. If heads, the Defending Pokémon is now Confused.

★ ★ **Cat Kick** 30

weakness resistance -30  
retreat cost ★  
LV. 17 #52  
Illus. Ken Sugimori ©1995, 96, 98 Nintendo, Creatures, GAFER/RAK, ©1999-2000 Wizards 74/132 ★

74/132 ●

STAGE 2 Evolves from Giovanni's Nidorina Put Giovanni's Nidoking on the Stage 1 card  
**Giovanni's Nidoking** 120 HP ★



Drill Pokémon. Length: 4' 7", Weight: 137 lbs.

Intimidate If the Defending Pokémon's maximum HP is 50 or less, it can't attack Giovanni's Nidoking during your opponent's next turn. (Benching or evolving either Pokémon ends this effect.)

★ ★ **Tumbling Attack** Flip a coin. If heads, this attack does 40 damage plus 30 more damage; if tails, this attack does 40 damage. 40+

weakness resistance  
retreat cost ★ ★ ★  
LV. 58 #34  
Illus. Ken Sugimori ©1995, 96, 98 Nintendo, Creatures, GAFER/RAK, ©1999-2000 Wizards 7/132 ★

7/132 ★

STAGE 2 Evolves from Giovanni's Nidorina Put Giovanni's Nidoqueen on the Stage 1 card  
**Giovanni's Nidoqueen** 100 HP ★



Drill Pokémon. Length: 4' 3", Weight: 132 lbs.

★ ★ **Mega Kick** 40

★ ★ **Love Lariat** Flip a coin. If heads, this attack does 50 damage plus 50 more damage if you have at least 1 Giovanni's Nidoking on your Bench. If tails, this attack does nothing. 50+

weakness resistance  
retreat cost ★ ★ ★  
LV. 51 #31  
Illus. Ken Sugimori ©1995, 96, 98 Nintendo, Creatures, GAFER/RAK, ©1999-2000 Wizards 23/132 ★

23/132 ★

Basic Pokémon  
**Giovanni's Nidoran ♀** 50 HP ★



Poison Pin Pokémon. Length: 1' 4", Weight: 15 lbs.

★ **Horn Thrust** Flip a coin. If tails, this attack does nothing. 20

★ ★ **Double-edge** Giovanni's Nidoran ♀ does 20 damage to itself. 30

weakness resistance  
retreat cost ★  
LV. 11 #29  
Illus. Ken Sugimori ©1995, 96, 98 Nintendo, Creatures, GAFER/RAK, ©1999-2000 Wizards 75/132 ●

75/132 ●

Basic Pokémon  
**Giovanni's Nidoran ♂** 40 HP ★



Poison Pin Pokémon. Length: 1' 4", Weight: 15 lbs.

★ **Double Kick** Flip 2 coins. This attack does 10 damage times the number of heads. 10x

★ **Retaliation** You can't use this attack unless Giovanni's Nidoran ♂ has 2 or more damage counters on it. 30

weakness resistance  
retreat cost ★  
LV. 14 #32  
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76/132 ●

STAGE 1 Evolves from Giovanni's Nidoran ♀ Put Giovanni's Nidorina on the Basic Pokémon  
**Giovanni's Nidorina** 80 HP ★



Poison Pin Pokémon. Length: 2' 7", Weight: 44 lbs.

★ **Poison Sting Tackle** Giovanni's Nidorina does 20 damage to itself. Flip a coin. If heads, the Defending Pokémon is now Poisoned. 30

★ ★ **Body Slam** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20

weakness resistance  
retreat cost ★ ★ ★  
LV. 35 #30  
Illus. Ken Sugimori ©1995, 96, 98 Nintendo, Creatures, GAFER/RAK, ©1999-2000 Wizards 44/132 ●

44/132 ◆

STAGE 1 Evolves from Giovanni's Nidoran ♂ Put Giovanni's Nidorino on the Basic Pokémon  
**Giovanni's Nidorino** 70 HP ★




Poison Pin Pokémon. Length: 2' 11", Weight: 43 lbs.

★ **Rend** If the Defending Pokémon already has any damage counters on it, this attack does 20 damage plus 20 more damage. If not, this attack does 20 damage. 20+

weakness resistance  
retreat cost ★ ★ ★  
LV. 32 #33  
Illus. Ken Sugimori ©1995, 96, 98 Nintendo, Creatures, GAFER/RAK, ©1999-2000 Wizards 45/132 ◆

45/132 ◆

STAGE 1 Evolves from Giovanni's Meowth Put Giovanni's Persian on the Basic Pokémon  
**Giovanni's Persian** 60 HP ★



Cloppy Cat Pokémon. Length: 3' 3", Weight: 71 lbs.

**Pokémon Power: Call the Boss** When you play Giovanni's Persian from your hand, you may search your deck for the Trainer card named Giovanni, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

★ ★ **Ambush** Flip a coin. If heads, this attack does 20 damage plus 20 more damage; if tails, this attack does 20 damage. 20+

weakness resistance -30  
retreat cost ★  
LV. 23 #53  
Illus. Ken Sugimori ©1995, 96, 98 Nintendo, Creatures, GAFER/RAK, ©1999-2000 Wizards 8/132 ★

8/132 ★

Basic Pokémon  
**Giovanni's Pinsir** 70 HP ★



Stagbeetle Pokémon. Length: 4' 11", Weight: 121 lbs.


★ **Snapping Pincers** Flip a coin. If heads, this attack does 10 damage plus 10 more damage; if tails, this attack does 10 damage. 10+

★ **Overhead Toss** If you have any Benched Pokémon, flip a coin. If tails, choose 1 of your Benched Pokémon. This attack does 20 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) 40

weakness resistance  
retreat cost ★ ★  
LV. 27 #127  
Illus. Ken Sugimori ©1995, 96, 98 Nintendo, Creatures, GAFER/RAK, ©1999-2000 Wizards 24/132 ★

24/132 ★

**TRAINER**  
Koga



If an attack from a Pokémon with Koga in its name does damage to a Defending Pokémon this turn, that Pokémon is then Poisoned.

weakness resistance  
retreat cost  
LV. 44 #24  
Illus. Ken Sugimori ©1995, 96, 98 Nintendo, Creatures, GAFER/RAK, ©1999-2000 Wizards 19/132 ★, 106/132 ★

19/132 ★, 106/132 ★

STAGE 1 Evolves from Koga's Ekans Put Koga's Arbok on the Basic Pokémon  
**Koga's Arbok** 90 HP ★



Cobra Pokémon. Length: 11' 6", Weight: 143 lbs.

★ **Poison Buildup** Koga's Arbok is now Poisoned.

★ ★ **Poison Power** If Koga's Arbok is Poisoned, this attack's base damage is 40 instead of 20 and the Defending Pokémon is now Poisoned. 20

weakness resistance  
retreat cost ★ ★ ★  
LV. 44 #24  
Illus. Ken Sugimori ©1995, 96, 98 Nintendo, Creatures, GAFER/RAK, ©1999-2000 Wizards 25/132 ★

25/132 ★

STAGE 2 Evolves from Koga's Beedrill Put Koga's Beedrill on the Stage 1 card  
**Koga's Beedrill** 80 HP ★



Poison Bee Pokémon. Length: 3' 3", Weight: 65 lbs.

★ **Nerve Poison** Flip a coin. If heads, the Defending Pokémon is now Paralyzed and Poisoned. 20

★ ★ **Hyper Needle** Flip a coin. If tails, this attack does nothing. Either way, you can't use this attack again as long as Koga's Beedrill stays in play (even putting Koga's Beedrill on the Bench won't let you use it again). 70

weakness resistance -30  
retreat cost ★ ★  
LV. 34 #15  
Illus. Ken Sugimori ©1995, 96, 98 Nintendo, Creatures, GAFER/RAK, ©1999-2000 Wizards 9/132 ★

9/132 ★

Basic Pokémon  
**Koga's Ditto** 40 HP ★



Transform Pokémon. Length: 1' 0", Weight: 9 lbs.


★ **Giant Growth** Flip a coin. If heads, Koga's Ditto's maximum HP is now 80 and Koga's Ditto's Pound attack's base damage is 30 instead of 10. (Benching Koga's Ditto ends this effect.)

★ **Pound** 10

weakness resistance -30  
retreat cost ★  
LV. 12 #122  
Illus. Ken Sugimori ©1995, 96, 98 Nintendo, Creatures, GAFER/RAK, ©1999-2000 Wizards 10/132 ★

10/132 ★

Basic Pokémon  
**Koga's Ekans** 50 HP ★



Snake Pokémon. Length: 6' 7", Weight: 15 lbs.

★ **Fast-Acting Poison** Flip 2 coins. If both are heads, the Defending Pokémon is now Confused and Poisoned. 10

weakness resistance  
retreat cost ★  
LV. 17 #23  
Illus. Ken Sugimori ©1995, 96, 98 Nintendo, Creatures, GAFER/RAK, ©1999-2000 Wizards 77/132 ●

77/132 ●

STAGE 1 Evolves from Koga's Zubat Put Koga's Golbat on the Basic Pokémon  
**Koga's Golbat** 60 HP ★



Bat Pokémon. Length: 5' 3", Weight: 121 lbs.

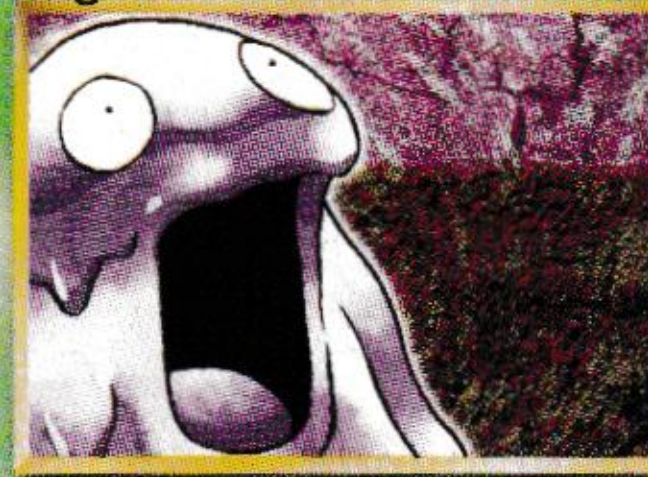
★ ★ **Bite** 20

★ ★ **Sonic Scream** Flip a coin. If heads, the Defending Pokémon is now Confused. 30

weakness resistance -30  
retreat cost ★ ★ ★  
LV. 27 #42  
Illus. Ken Sugimori ©1995, 96, 98 Nintendo, Creatures, GAFER/RAK, ©1999-2000 Wizards 46/132 ◆

46/132 ◆

Basic Pokémon  
**Koga's Grimer** 50 HP ★



Sludge Pokémon. Length: 2' 11", Weight: 66 lbs.

★ **Sludge Grip** If your opponent has any Benched Pokémon, flip a coin. If heads, choose 1 of your opponent's Benched Pokémon and switch it with the Defending Pokémon. The new Defending Pokémon is now Poisoned.

★ ★ **Sludge Toss** 20

weakness resistance  
retreat cost ★  
LV. 19 #88  
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78/132 ●



# Top 10 GYM CHALLENGE Cards

by Will McDermott

10.



## Koga

The first card on our list is one of the gym leader Trainer cards in the set. I tried to stay away from cards that only affect one leader's Pokémon, but Koga is just really strong. This card allows you to Poison a Pokémon (with no coin flip) when you attack with any of Koga's Pokémon. This only works on the turn you play the Koga card, but it's usually as good as a PlusPower for a Koga Pokémon and often will do better (if your opponent can't heal the Poison right away). If you've ever played against a Poison deck, you'll know how nasty this card will be.

9.



## Brock's Protection

This is another card that only affects one trainer's Pokémon. But it has two great things going for it. First, Brock uses a lot of Fighting Pokémon (and some great Fire Pokémon, like Brock's Ninetales). Second, energy removal effects are really nasty and a lot of people use them. So, a deck with a lot of good Brock's Fighting Pokémon, combined with Brock's Protection to make sure those Pokémon can keep their Energy attached, will be a really strong deck.

Ko



47/132 ♦



48/132 ♦



79/132 ●



26/132 ★



115/132 ♦



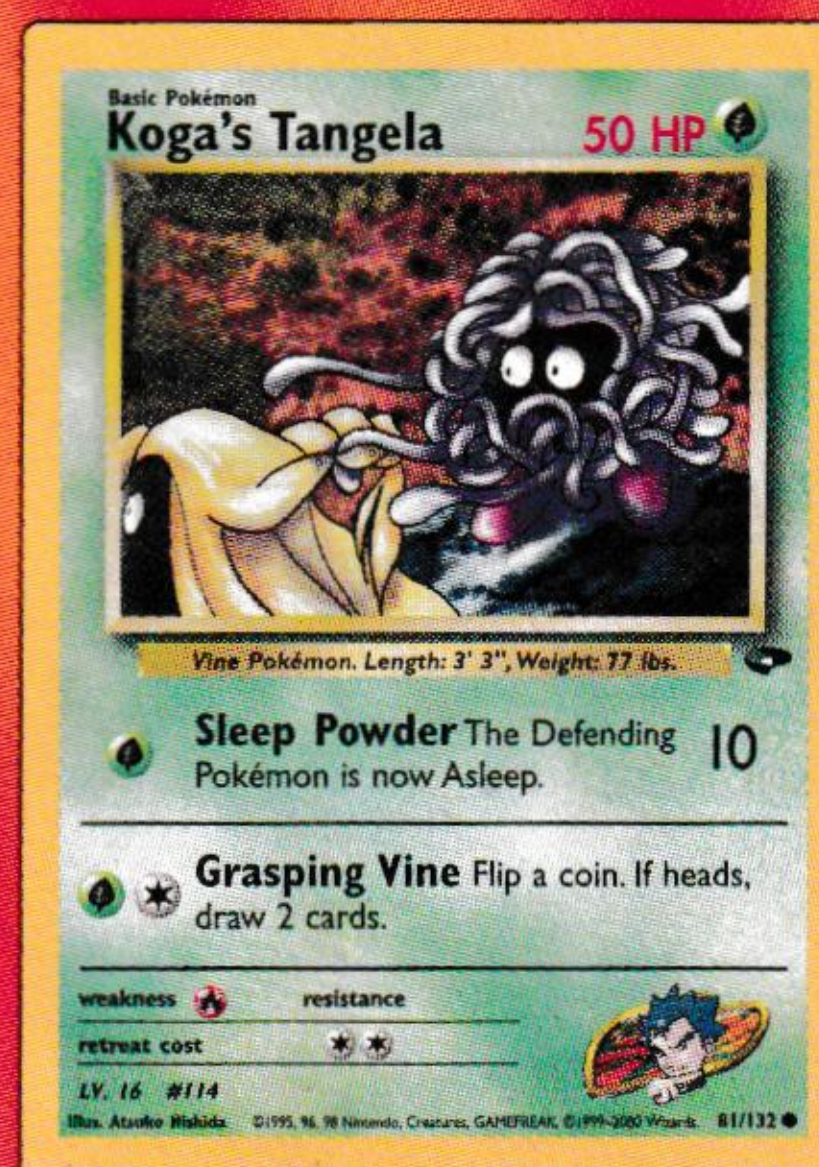
27/132 ★



80/132 ●



49/132 ♦



81/132 ●



82/132 ●



50/132 ♦



83/132 ●



LT

Basic Pokémon  
**Lt. Surge's Eevee** 40 HP



Evolution Pokémon. Length: 1' 0", Weight: 14 lbs.

**Surprise** Look at a random card from your opponent's hand. Your opponent shuffles that card into his or her deck.

**Scratch** 20

weakness resistance -30

retreat cost

LV. 10 #133

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51/132 ♦

STAGE 1  
Evolves from Lt. Surge's Eevee Put Lt. Surge's Electrode on the Basic Pokémon  
**Lt. Surge's Electrode** 70 HP



Ball Pokémon. Length: 2' 11", Weight: 147 lbs.

**Pokémon Power: Shock Blast** If Lt. Surge's Electrode is your Active Pokémon and gets damaged (even if it's Knocked Out), flip a coin. If tails, this power does 30 damage to each Active Pokémon. This power works even if Lt. Surge's Electrode is already Asleep, Confused, or Paralyzed when it takes damage.

**Power Ball** Flip 3 coins. This attack does 30 damage plus 10 more damage for each heads. 30+

weakness resistance


retreat cost

LV. 33 #101

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52/132 ♦

STAGE 1  
Evolves from Lt. Surge's Eevee Put Lt. Surge's Jolteon on the Basic Pokémon  
**Lt. Surge's Jolteon** 70 HP



Lightning Pokémon. Length: 2' 7", Weight: 54 lbs.

**High Voltage** Flip a coin. If heads, your opponent can't play Trainer cards during his or her next turn. 20

**Thunder Flare** Does 30 damage plus 10 damage times the number of damage counters on Lt. Surge's Jolteon, then flip a coin. If tails, Lt. Surge's Jolteon does 30 damage to itself. 30+

weakness resistance

retreat cost

LV. 33 #135

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28/132 ★

Basic Pokémon  
**Lt. Surge's Pikachu** 40 HP



Mouse Pokémon. Length: 1' 4", Weight: 13 lbs.

**Quick Attack** Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. 10+

weakness resistance

retreat cost

LV. 10 #125

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84/132 ●

STAGE 1  
Evolves from Lt. Surge's Pikachu Put Lt. Surge's Raichu on the Basic Pokémon  
**Lt. Surge's Raichu** 80 HP



Mouse Pokémon. Length: 2' 7", Weight: 66 lbs.

**Kerzap** Flip a coin. If heads, this attack does 20 damage plus 30 more damage to the Defending Pokémon and discard all Energy cards attached to Lt. Surge's Raichu. If tails, this attack does 20 damage. 20+

**Thundertackle** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, Lt. Surge's Raichu does 20 damage to itself. 40

weakness resistance

retreat cost

LV. 33 #126

Illus. Ken Sugimori ©1995, 16, 18 Nintendo, Creatures, GAFMEAR, ©1999-2000 Wizards. 11/132

11/132 ★

STAGE 1  
Evolves from Lt. Surge's Rattata Put Lt. Surge's Raticate on the Basic Pokémon  
**Lt. Surge's Raticate** 60 HP



Rat Pokémon. Length: 2' 4", Weight: 41 lbs.

**Focus Energy** During your next turn, Lt. Surge's Raticate's Double-edge attack's damage (base damage and damage to itself) is doubled.

**Double-edge** Lt. Surge's Raticate does 20 damage to itself. 40

weakness resistance -30


retreat cost

LV. 33 #120

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53/132 ♦

Basic Pokémon  
**Lt. Surge's Rattata** 30 HP



Rat Pokémon. Length: 1' 0", Weight: 8 lbs.

**Focus Energy** During your next turn, Lt. Surge's Rattata's Quick Attack's base damage is doubled.

**Quick Attack** Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. 10+

weakness resistance -30


retreat cost

LV. 7 #119

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85/132 ●

**TRAINER**  
**Lt. Surge's Secret Plan**



Put 1 card from your hand face down on your Bench. (You can't play this card if your Bench is full.) Treat that card as a Basic Pokémon as long as it's face down. Flip the card if either player ever needs to know what it is in order to use an attack, a Pokémon Power, or a Trainer card. Flip the card if it ever uses an attack or Pokémon Power, evolves, retreats, is damaged by an attack, or is otherwise affected by an attack. At any time during your turn, you may flip the card over. When you flip that card over, if it isn't a Basic Pokémon, discard it and all cards attached to it.

107/132 ★

Basic Pokémon  
**Lt. Surge's Voltorb** 50 HP



Ball Pokémon. Length: 1' 8", Weight: 23 lbs.

**Bouncing Ball** Flip a coin. If tails, Lt. Surge's Voltorb does 10 damage to itself. 30

weakness resistance

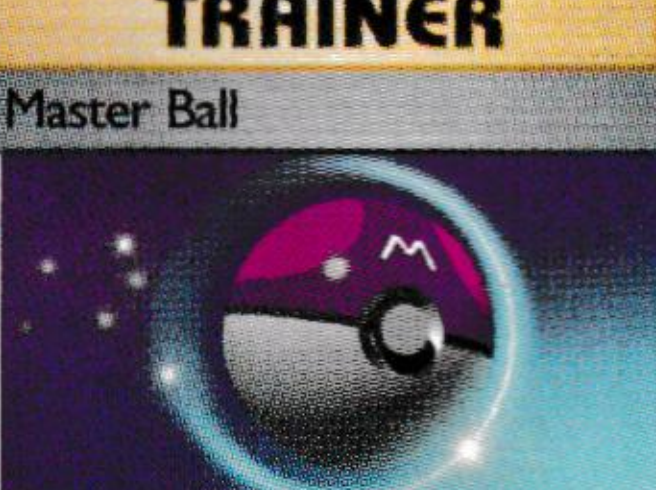
retreat cost

LV. 15 #100

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86/132 ●

**TRAINER**  
**Master Ball**



Look at 7 cards from the top of your deck. You may choose a Basic Pokémon or Evolution card from those cards, show it to your opponent, then put it into your hand. Shuffle the rest into your deck.

116/132 ♦

**TRAINER**  
**Max Revive**



Discard 2 Energy cards from your hand in order to put 1 Basic Pokémon from your discard pile onto your Bench. (You can't play Max Revive if your Bench is full.)

117/132 ♦

STAGE 1  
Evolves from Misty's Seel Put Misty's Dewgong on the Basic Pokémon  
**Misty's Dewgong** 80 HP



Sea Lion Pokémon. Length: 5' 7", Weight: 265 lbs.

**Ice Throw** If the Defending Pokémon is ♠, this attack's base damage is doubled. 20

**Take Down** Misty's Dewgong does 20 damage to itself. 60

weakness resistance

retreat cost

LV. 40 #087

Illus. Ken Sugimori ©1995, 16, 18 Nintendo, Creatures, GAFMEAR, ©1999-2000 Wizards. 54/132

54/132 ♦

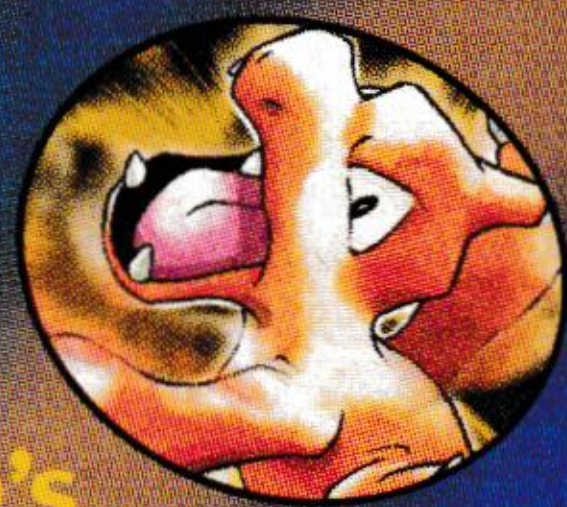
8.



## Misty's Psyduck

Just like the Psyduck that Misty uses in the *Pokémon* animated series, you never know what will happen when you use this *Gym Challenge* card, but it should always be something good. Its ESP attack only requires ☉ to use, but you have to flip three coins to determine the effect, either drawing a card, doing 20 damage, or copying one of the Defending Pokémon's attacks and using it against that Pokémon (even its biggest attack). Any of these effects are really good for just ☉. The only time you won't be happy is if you flip no heads. But how often will that happen?

7.



## Blaine's Charmeleon

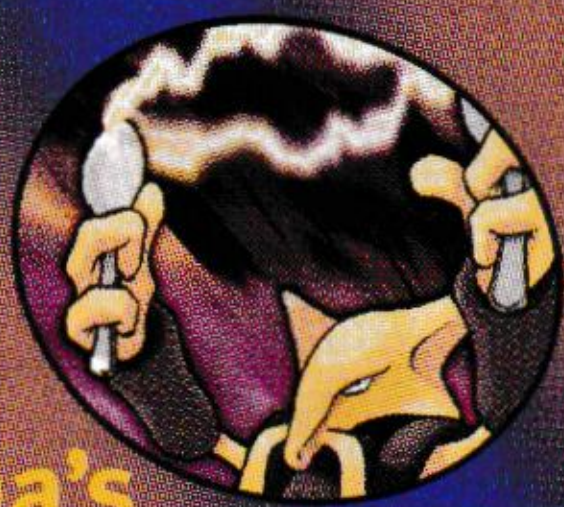
Two really good attacks and 70 Hit Points puts this Stage 1 Fire Pokémon into the number-seven position on our list. Fire Claws does 30 damage for only ♠♠, and you don't have to discard any Energy cards! Bonfire can do up to 30 damage to all of your opponent's Pokémon and ignores Resistance! You do have to flip a coin and discard Energy cards for every heads you flip, but Bonfire is a great way to take care of pesky Pokémon on your opponent's Bench and can get you several Knock Outs at once if you get lucky.



6.

## Sabrina's Alakazam

Sabrina's Alakazam can have the power of six Pokémon (if your Bench is full of Psychic Pokémon). Its Psylink Pokémon Power gives Sabrina's Alakazam a copy of every attack of the Psychic Pokémon you have in play. So, you can attack with promo #3 Mewtwo's Psyburn (☹☹☹ to do 40 damage) on one turn and then heal up with the Base Set 2 Kadabra's Recover attack (discard one Psychic Energy card to remove all of the damage counters on Alakazam). The possibilities with Sabrina's Alakazam are only limited by what Psychic Pokémon you put in your deck.



M1



12/132 ★



13/132 ★



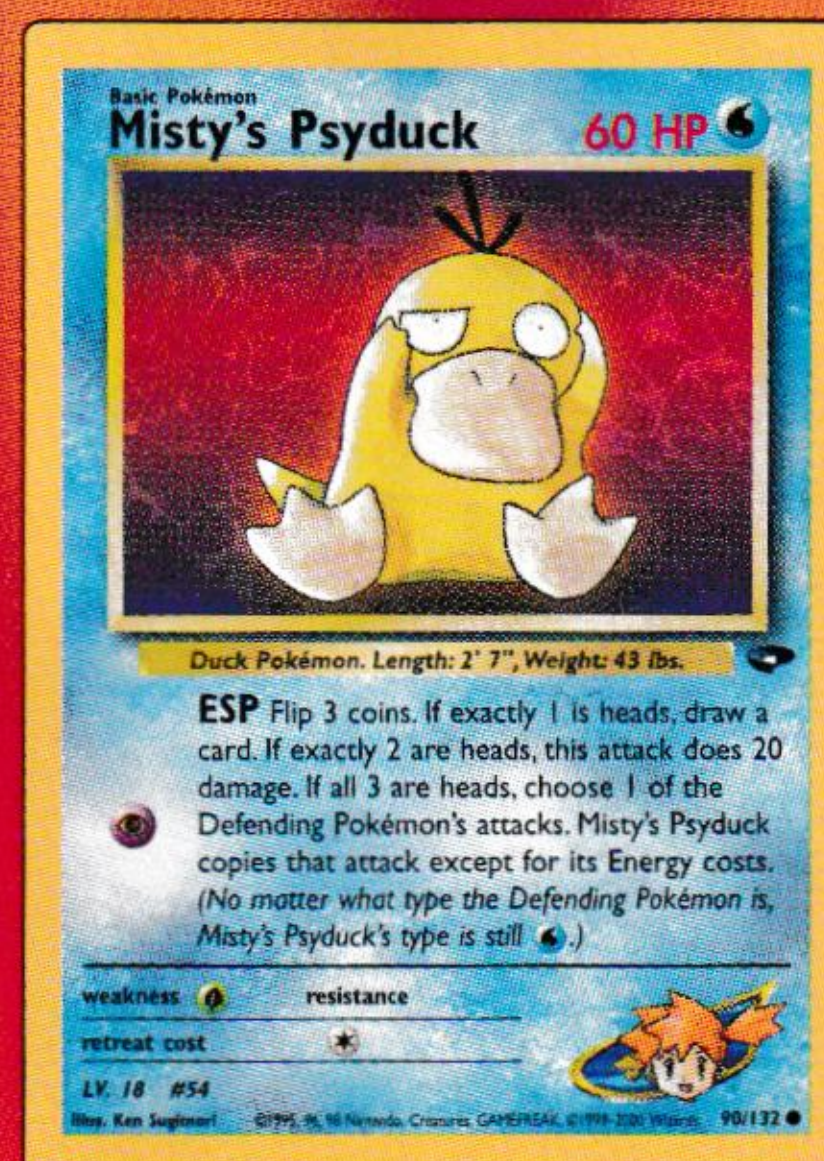
87/132 ●



88/132 ●



89/132 ●



90/132 ●

5.

## Brock's Ninetales

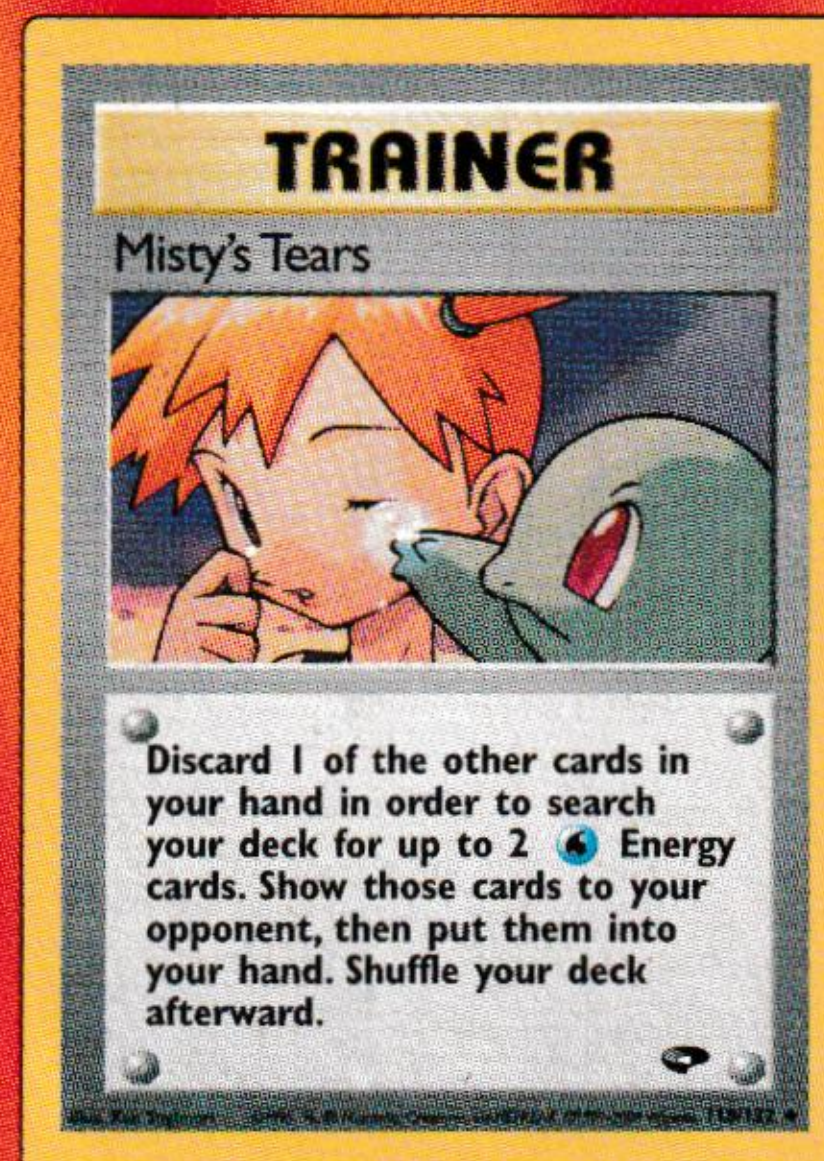
Brock's Ninetales is like a permanent Pokémon Breeder. Its Shapeshift Pokémon Power allows you to put any Evolution card on top of Brock's Ninetales and use that Pokémon almost like if you had evolved it normally. The only thing you don't get by using Shapeshift is that evolved Pokémon's Pokémon Powers, if any. So, you can put Charizard and Venusaur and Blastoise all in the same deck and use them all with Brock's Ninetales. You'll still have to pay for attacks, so you should probably just stick with two different Energy types.



91/132 ●



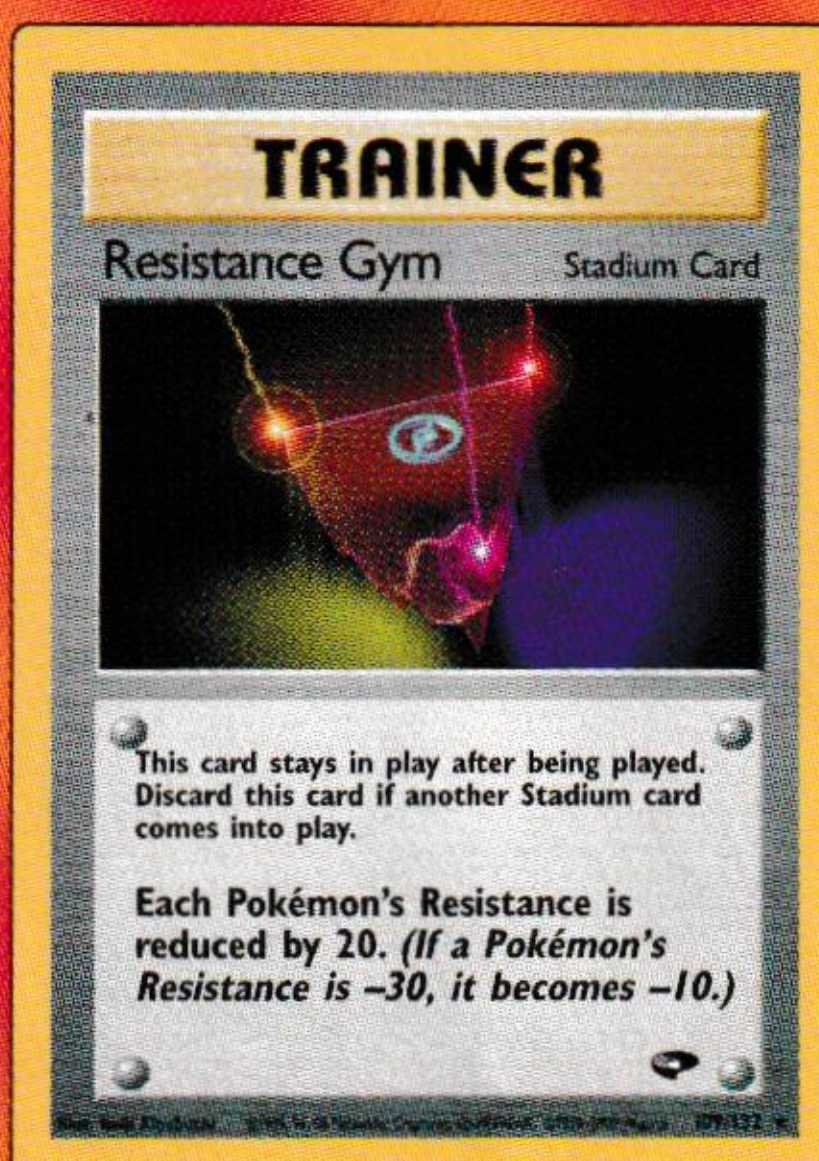
92/132 ●



118/132 ◆



108/132 ★



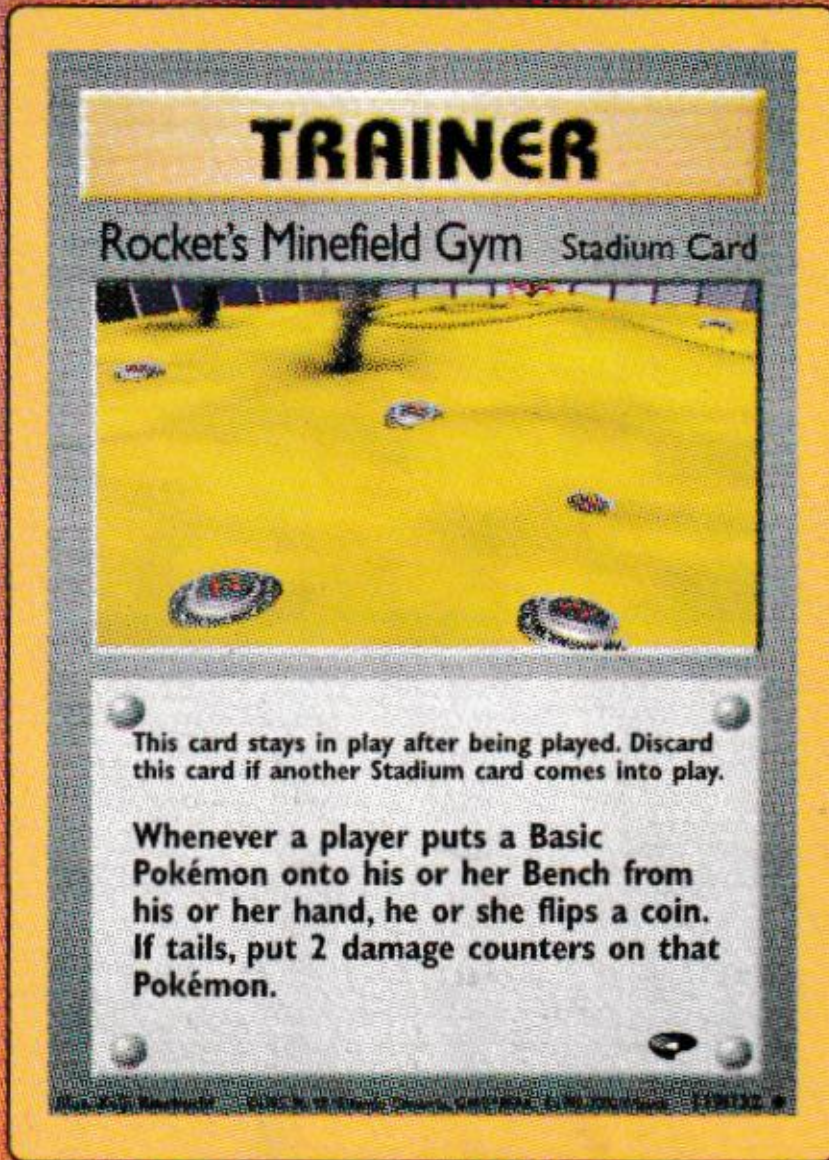
109/132 ★



14/132 ★



Ro



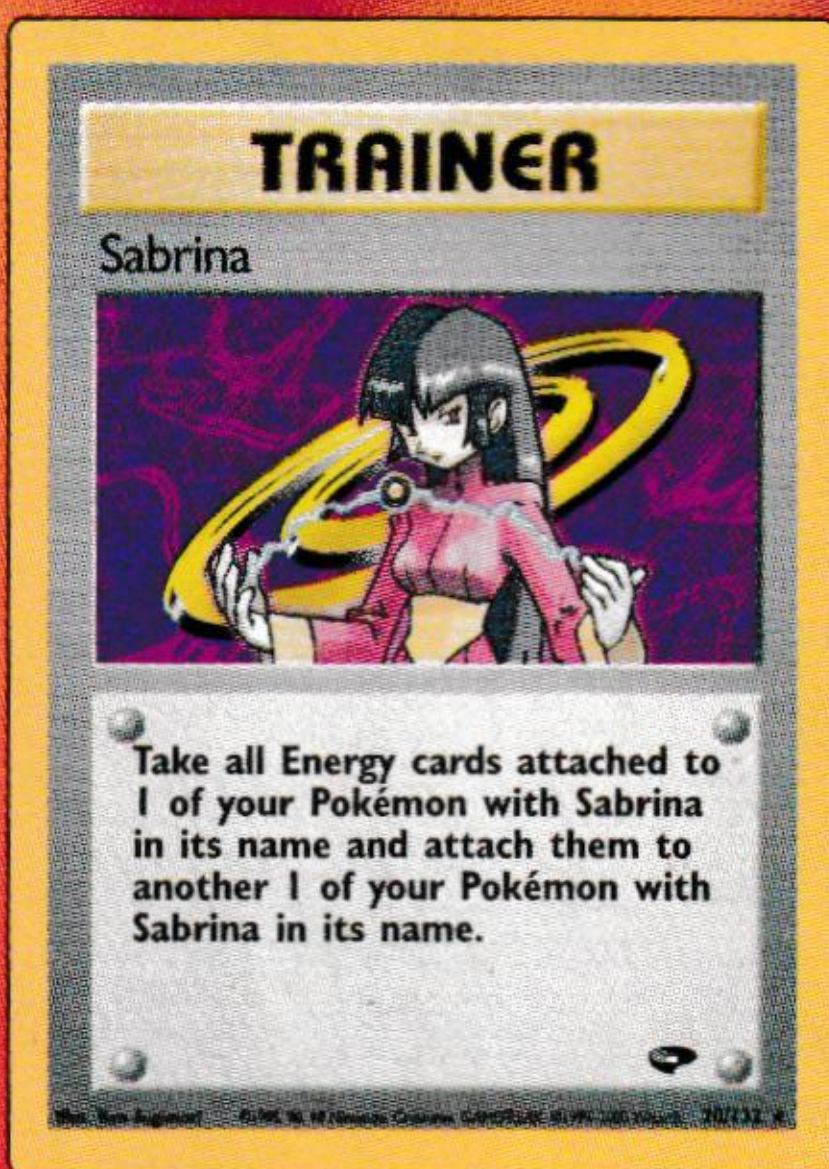
119/132 ♦



120/132 ♦



15/132 ★



20/132 ★, 110/132 ★



93/132 ●



94/132 ●



16/132 ★



95/132 ●



96/132 ●



97/132 ●



29/132 ★



30/132 ★

4.

## Sabrina's Gengar

I really like Sabrina's Gengar. It has 90 Hit Points, no Weakness, and a Resistance to Fighting. Plus its Shadow Bind attack only needs ☹☹☹ to use, does 40 damage, and keeps the Defending Pokémon from retreating on your opponent's next turn. But the best part about Sabrina's Gengar is Dark Wave. You only need to attach two Psychic Energy to do 20 damage and shut down all Pokémon Powers during your opponent's turn. So, you can use your Pokémon Powers on your turn, and then shut them all down with Dark Wave on your opponent's turn. Pretty cool, huh?

3.

## Rocket's Zapdos

I think this is the best Pokémon in the set. First of all, Rocket's Zapdos is a Basic Pokémon with 70 Hit Points! That's as many Hit Points as a really good Stage 1 Pokémon. Second, its Plasma attack does 20 damage for only ⚡, plus you may get to attach another Lightning Energy to Rocket's Zapdos when you use it. After you build up to ⚡⚡⚡⚡, Rocket's Zapdos can attack with Electroburn for 70 damage (if you don't mind Zapdos taking some damage). If that's not enough to make this bird legendary, Rocket's Zapdos has no Weakness and a Resistance to Fighting!



2.

## Master Ball

One of the biggest problems with Trainer cards that let you get cards out of your deck is that you almost always have to discard some cards to get the cards you really want. Master Ball is different. You can look at the top seven cards of your deck, take the best Evolution card (Stage 1 or Stage 2 Pokémon) you find, and shuffle the rest of the cards back into your deck. The only card that goes into the discard pile is the Master Ball. This Trainer card is great for decks that use a lot of Stage 1 and Stage 2 Pokémon.



SA



55/132 ♦



56/132 ♦



57/132 ♦



58/132 ♦



59/132 ♦



98/132 ●

1.

## Misty's Tears

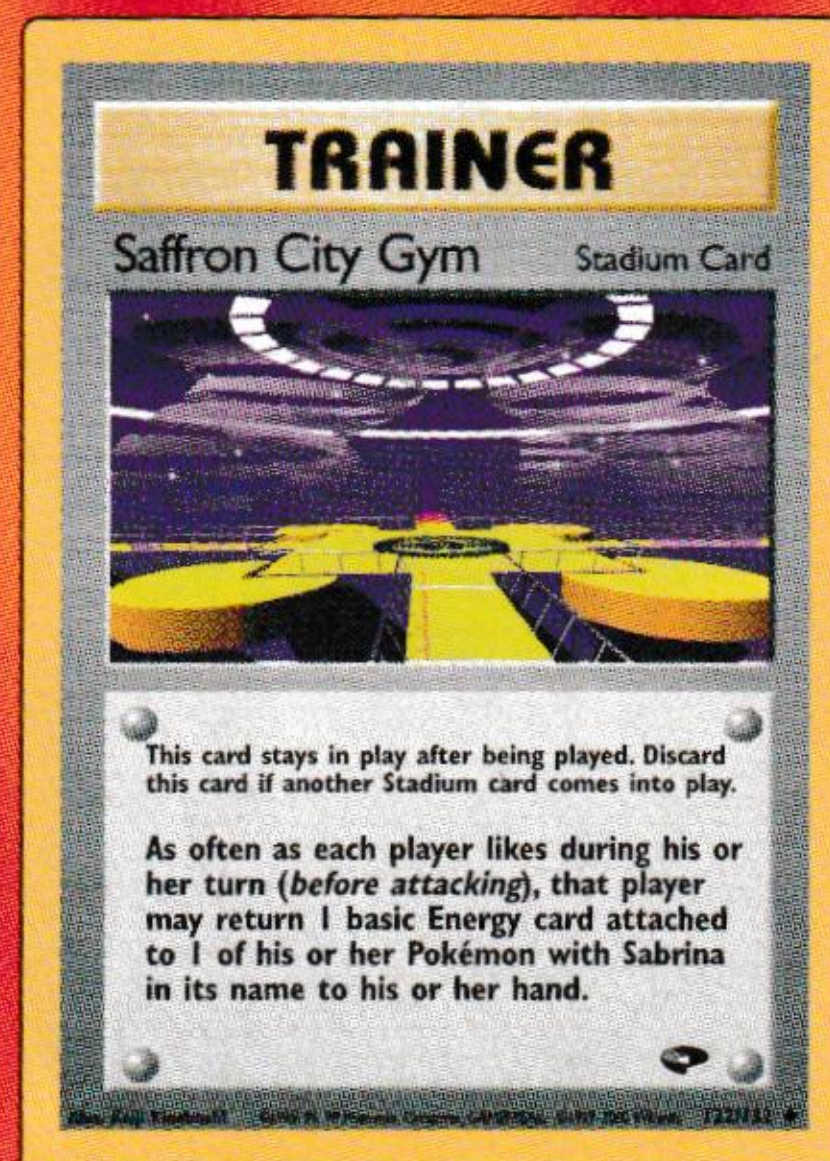
This is the Gym series card that everyone has been waiting for. Sporting a new image but the same effect as its Japanese counterpart, this Trainer card will be a big help to all Water Pokémon players—especially those players who like to play with Blastoise. Misty's Tears allows you to discard a card to get two Water Energy cards out of your deck. Blastoise's Rain Dance Pokémon Power then lets you put those Energy cards into play right away (usually to power up a really big Water Gun attack). This one-two punch will send Rain Dance decks to a lot of victories in the coming year.



121/132 ♦



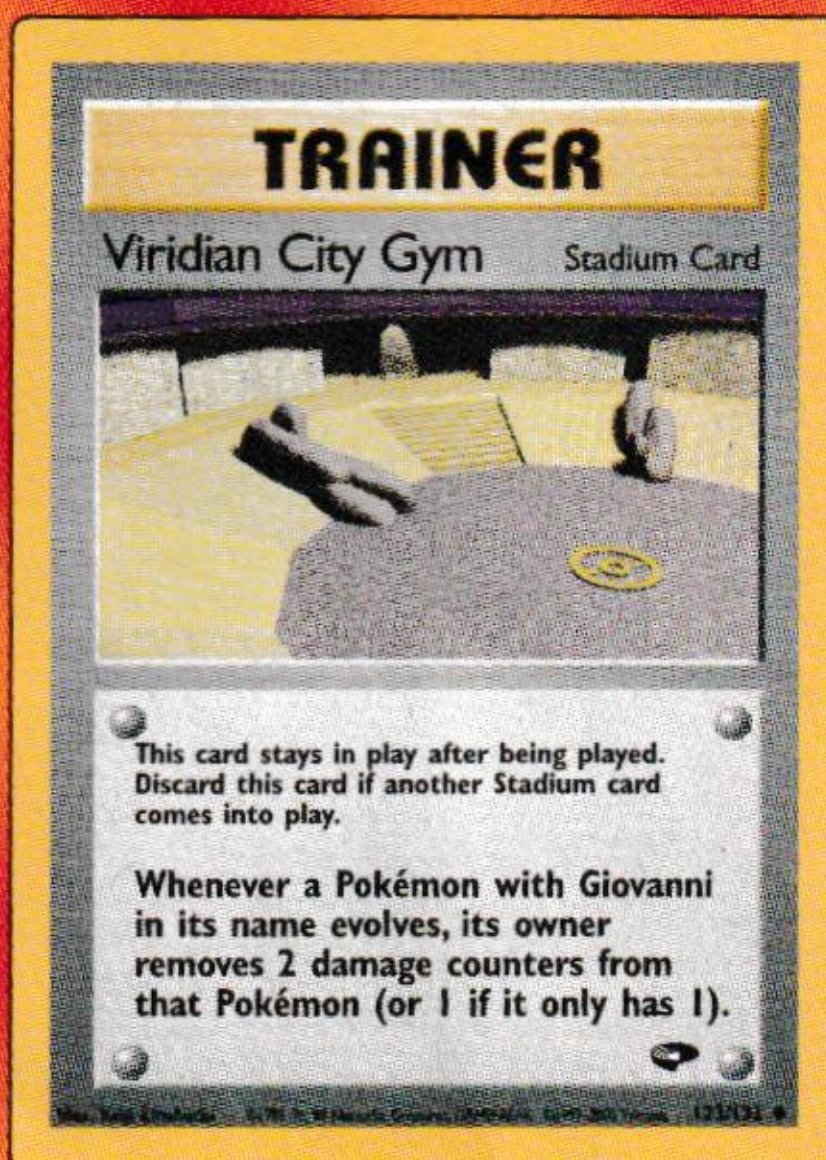
99/132 ●



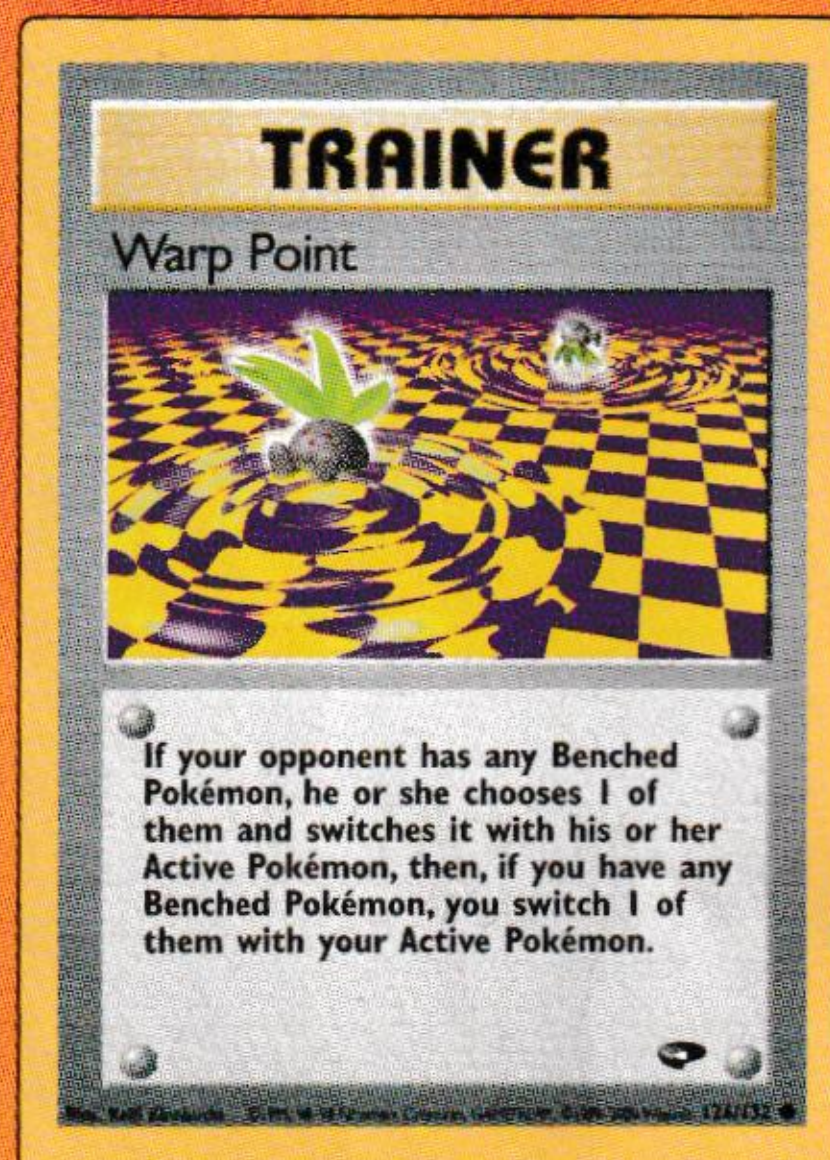
122/132 ♦



125/132 ●



123/132 ♦



126/132 ●



# GYM CHALLENGE

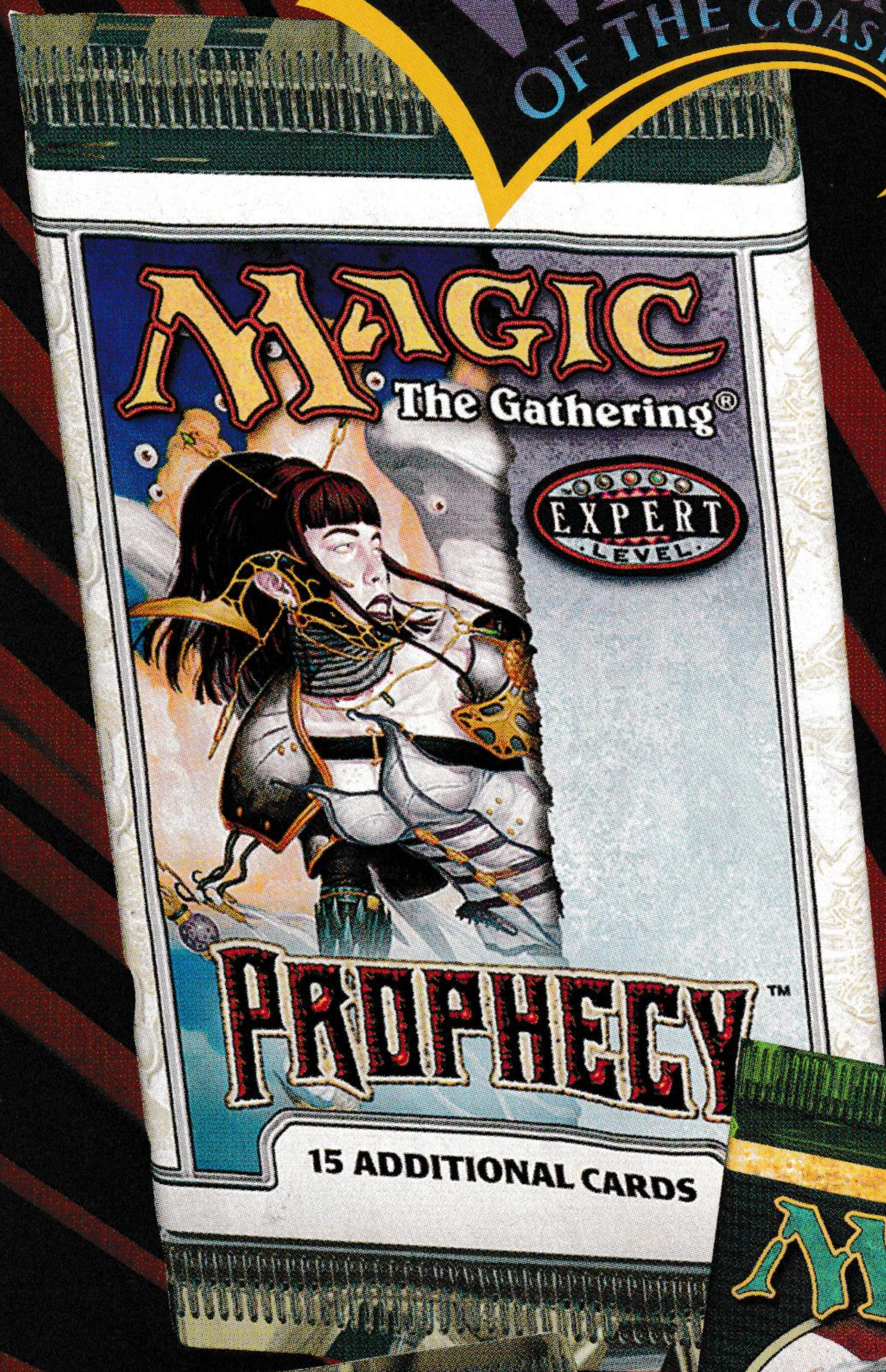
## CARD CHECKLIST

<input type="checkbox"/>		1/132 ★	Blaine's Arcanine	Stage 1	<input type="checkbox"/>		67/132 ●	Brock's Diglett	Basic
<input type="checkbox"/>		2/132 ★	Blaine's Charizard	Stage 2	<input type="checkbox"/>		68/132 ●	Brock's Geodude	Basic
<input type="checkbox"/>		3/132 ★	Brock's Ninetales	Stage 1	<input type="checkbox"/>		69/132 ●	Erika's Jigglypuff	Basic
<input type="checkbox"/>		4/132 ★	Erika's Venusaur	Stage 2	<input type="checkbox"/>		70/132 ●	Erika's Oddish (Lv. 10)	Basic
<input type="checkbox"/>		5/132 ★	Giovanni's Gyarados	Stage 1	<input type="checkbox"/>		71/132 ●	Erika's Paras	Basic
<input type="checkbox"/>		6/132 ★	Giovanni's Machop	Stage 2	<input type="checkbox"/>		72/132 ●	Giovanni's Machop	Basic
<input type="checkbox"/>		7/132 ★	Giovanni's Nidoking	Stage 2	<input type="checkbox"/>		73/132 ●	Giovanni's Magikarp	Basic
<input type="checkbox"/>		8/132 ★	Giovanni's Persian	Stage 1	<input type="checkbox"/>		74/132 ●	Giovanni's Meowth (Lv. 17)	Basic
<input type="checkbox"/>		9/132 ★	Koga's Beedrill	Stage 2	<input type="checkbox"/>		75/132 ●	Giovanni's Nidoran ♀	Basic
<input type="checkbox"/>		10/132 ★	Koga's Ditto	Basic	<input type="checkbox"/>		76/132 ●	Giovanni's Nidoran ♂	Basic
<input type="checkbox"/>		11/132 ★	Lt. Surge's Raichu	Stage 1	<input type="checkbox"/>		77/132 ●	Koga's Ekans	Basic
<input type="checkbox"/>		12/132 ★	Misty's Golduck	Stage 1	<input type="checkbox"/>		78/132 ●	Koga's Grimer	Basic
<input type="checkbox"/>		13/132 ★	Misty's Gyarados	Stage 1	<input type="checkbox"/>		79/132 ●	Koga's Koffing (Lv. 10)	Basic
<input type="checkbox"/>		14/132 ★	Rocket's Mewtwo	Basic	<input type="checkbox"/>		80/132 ●	Koga's Pidgey (Lv. 15)	Basic
<input type="checkbox"/>		15/132 ★	Rocket's Zapdos	Basic	<input type="checkbox"/>		81/132 ●	Koga's Tangela	Basic
<input type="checkbox"/>		16/132 ★	Sabrina's Alakazam	Stage 2	<input type="checkbox"/>		82/132 ●	Koga's Weedle	Basic
<input type="checkbox"/>		17/132 ★	Blaine	Trainer	<input type="checkbox"/>		83/132 ●	Koga's Zubat	Basic
<input type="checkbox"/>		18/132 ★	Giovanni	Trainer	<input type="checkbox"/>		84/132 ●	Lt. Surge's Pikachu (Lv. 10)	Basic
<input type="checkbox"/>		19/132 ★	Koga	Trainer	<input type="checkbox"/>		85/132 ●	Lt. Surge's Rattata (Lv. 7)	Basic
<input type="checkbox"/>		20/132 ★	Sabrina	Trainer	<input type="checkbox"/>		86/132 ●	Lt. Surge's Voltorb	Basic
<input type="checkbox"/>		21/132 ★	Blaine's Ninetales (Lv. 27)	Stage 1	<input type="checkbox"/>		87/132 ●	Misty's Horsea (Lv. 16)	Basic
<input type="checkbox"/>		22/132 ★	Brock's Dugtrio	Stage 1	<input type="checkbox"/>		88/132 ●	Misty's Magikarp	Basic
<input type="checkbox"/>		23/132 ★	Giovanni's Nidoqueen	Stage 2	<input type="checkbox"/>		89/132 ●	Misty's Poliwhg	Basic
<input type="checkbox"/>		24/132 ★	Giovanni's Pinsir	Basic	<input type="checkbox"/>		90/132 ●	Misty's Psyduck (Lv. 18)	Basic
<input type="checkbox"/>		25/132 ★	Koga's Arbok	Stage 1	<input type="checkbox"/>		91/132 ●	Misty's Seel	Basic
<input type="checkbox"/>		26/132 ★	Koga's Muk	Stage 1	<input type="checkbox"/>		92/132 ●	Misty's Staryu (Lv. 16)	Basic
<input type="checkbox"/>		27/132 ★	Koga's Pidgeotto	Stage 1	<input type="checkbox"/>		93/132 ●	Sabrina's Abra (Lv. 12)	Basic
<input type="checkbox"/>		28/132 ★	Lt. Surge's Jolteon	Stage 1	<input type="checkbox"/>		94/132 ●	Sabrina's Abra (Lv. 18)	Basic
<input type="checkbox"/>		29/132 ★	Sabrina's Gengar	Stage 2	<input type="checkbox"/>		95/132 ●	Sabrina's Drowzee (Lv. 18)	Basic
<input type="checkbox"/>		30/132 ★	Sabrina's Golduck	Stage 1	<input type="checkbox"/>		96/132 ●	Sabrina's Gastly (Lv. 9)	Basic
<input type="checkbox"/>		31/132 ◆	Blaine's Charmeleon	Stage 1	<input type="checkbox"/>		97/132 ●	Sabrina's Gastly (Lv. 10)	Basic
<input type="checkbox"/>		32/132 ◆	Blaine's Dodrio (Lv. 26)	Stage 1	<input type="checkbox"/>		98/132 ●	Sabrina's Porygon	Basic
<input type="checkbox"/>		33/132 ◆	Blaine's Rapidash	Stage 1	<input type="checkbox"/>		99/132 ●	Sabrina's Psyduck (Lv. 16)	Basic
<input type="checkbox"/>		34/132 ◆	Brock's Graveler (Lv. 32)	Stage 1	<input type="checkbox"/>		100/132 ★	Blaine	Trainer
<input type="checkbox"/>		35/132 ◆	Brock's Primeape	Stage 1	<input type="checkbox"/>		101/132 ★	Brock's Protection	Trainer
<input type="checkbox"/>		36/132 ◆	Brock's Sandslash (Lv. 34)	Stage 1	<input type="checkbox"/>		102/132 ★	Chaos Gym	Stadium
<input type="checkbox"/>		37/132 ◆	Brock's Vulpix (Lv. 16)	Basic	<input type="checkbox"/>		103/132 ★	Erika's Kindness	Trainer
<input type="checkbox"/>		38/132 ◆	Erika's Bellsprout (Lv. 13)	Basic	<input type="checkbox"/>		104/132 ★	Giovanni	Trainer
<input type="checkbox"/>		39/132 ◆	Erika's Bulbasaur	Basic	<input type="checkbox"/>		105/132 ★	Giovanni's Last Resort	Trainer
<input type="checkbox"/>		40/132 ◆	Erika's Clefairy	Basic	<input type="checkbox"/>		106/132 ★	Koga	Trainer
<input type="checkbox"/>		41/132 ◆	Erika's Ivysaur	Stage 1	<input type="checkbox"/>		107/132 ★	Lt. Surge's Secret Plan	Trainer
<input type="checkbox"/>		42/132 ◆	Giovanni's Machoke	Stage 1	<input type="checkbox"/>		108/132 ★	Misty's Wish	Trainer
<input type="checkbox"/>		43/132 ◆	Giovanni's Meowth (Lv. 12)	Basic	<input type="checkbox"/>		109/132 ★	Resistance Gym	Stadium
<input type="checkbox"/>		44/132 ◆	Giovanni's Nidorina	Stage 1	<input type="checkbox"/>		110/132 ★	Sabrina	Trainer
<input type="checkbox"/>		45/132 ◆	Giovanni's Nidorino	Stage 1	<input type="checkbox"/>		111/132 ◆	Blaine's Quiz #2	Trainer
<input type="checkbox"/>		46/132 ◆	Koga's Golbat	Stage 1	<input type="checkbox"/>		112/132 ◆	Blaine's Quiz #3	Trainer
<input type="checkbox"/>		47/132 ◆	Koga's Kakuna	Stage 1	<input type="checkbox"/>		113/132 ◆	Cinnabar City Gym	Stadium
<input type="checkbox"/>		48/132 ◆	Koga's Koffing (Lv. 15)	Basic	<input type="checkbox"/>		114/132 ◆	Fuchsia City Gym	Stadium
<input type="checkbox"/>		49/132 ◆	Koga's Pidgey (Lv. 9)	Basic	<input type="checkbox"/>		115/132 ◆	Koga's Ninja Trick	Trainer
<input type="checkbox"/>		50/132 ◆	Koga's Weezing	Stage 1	<input type="checkbox"/>		116/132 ◆	Master Ball	Trainer
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<input type="checkbox"/>		52/132 ◆	Lt. Surge's Electrode	Stage 1	<input type="checkbox"/>		118/132 ◆	Misty's Tears	Trainer
<input type="checkbox"/>		53/132 ◆	Lt. Surge's Raticate	Stage 1	<input type="checkbox"/>		119/132 ◆	Rocket's Minefield Gym	Stadium
<input type="checkbox"/>		54/132 ◆	Misty's Dewgong	Stage 1	<input type="checkbox"/>		120/132 ◆	Rocket's Secret Experiment	Trainer
<input type="checkbox"/>		55/132 ◆	Sabrina's Haunter (Lv. 29)	Stage 1	<input type="checkbox"/>		121/132 ◆	Sabrina's Psychic Control	Trainer
<input type="checkbox"/>		56/132 ◆	Sabrina's Hypno	Stage 1	<input type="checkbox"/>		122/132 ◆	Saffron City Gym	Stadium
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<input type="checkbox"/>		64/132 ●	Blaine's Ponyta	Basic	<input type="checkbox"/>		130/132	Lightning Energy	Energy
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<input type="checkbox"/>		66/132 ●	Blaine's Vulpix	Basic	<input type="checkbox"/>		132/132	Water Energy	Energy

★ Rare Holofoil ★ Rare ◆ Uncommon ● Common



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